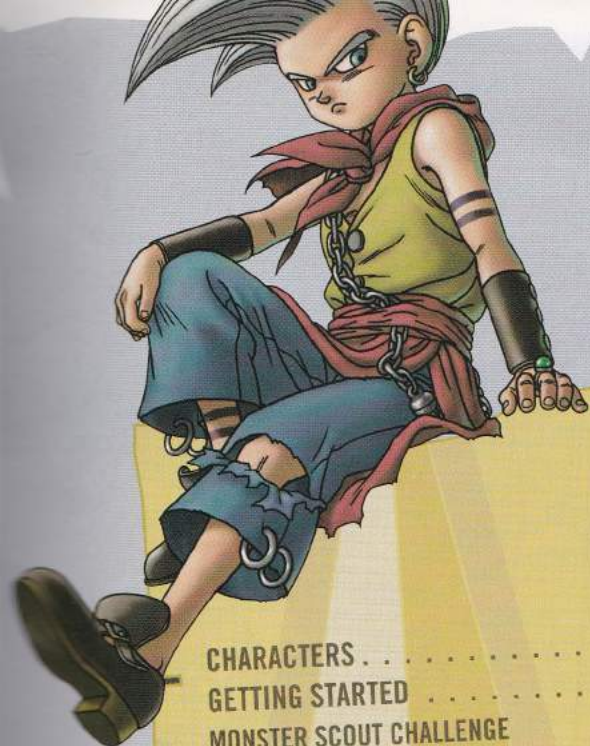


COVERS NINTENDO DS™

BASED ON A GAME
RATED BY THE
ESRB **E** 10+
EVERYONE 10+

SQUARE ENIX.

Written by Michael Owen



DQMTM

DRAGON QUEST MONSTERS-Joker



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CHARACTERS



THE HERO

A TRUE LONER WITH A DON'T-MESS-WITH-ME GLINT IN HIS EYES, THIS YOUNG MONSTER SCOUT CHALLENGE HOPEFUL HAS A STYLE AND FASHION ALL HIS OWN. THE SCOUT RING THAT GLEAMS ON HIS FINGER IS PROOF OF HIS STATUS AS A MONSTER SCOUT, BUT DOES THIS WILD CARD HAVE WHAT IT TAKES TO COME OUT ON TOP?

THE INCARNUS

A MONSTER THAT TAKES THE FORM OF A WOLF PUP, WITH ARMOR PROTECTING ITS HEAD AND BODY. IT IS A MAGICAL CREATURE LIKE NO OTHER, FOR IT SPEAKS THE LANGUAGE OF HUMANS FLUENTLY AND BELONGS TO NO KNOWN MONSTER FAMILY. THE MYSTERIOUS INCARNUS WILL JOIN YOU ON YOUR ADVENTURE— BUT WILL THE BEAST PROVE TO BE FRIEND OR FOE?



HAWKHART



CLUBOON

DIAMAGON



WARDEN TRUMP

HE IS THE DISCIPLINARIAN LEADER OF CELL, A SHADY ORGANIZATION WHOSE EXISTENCE IS UNKNOWN TO THE MAJORITY OF GREEN BAY'S INHABITANTS. HIS UNCOMPROMISING APPROACH TO HIS WORK INSTILLS BOTH FEAR AND RESPECT IN ALL OF HIS SUBORDINATES.



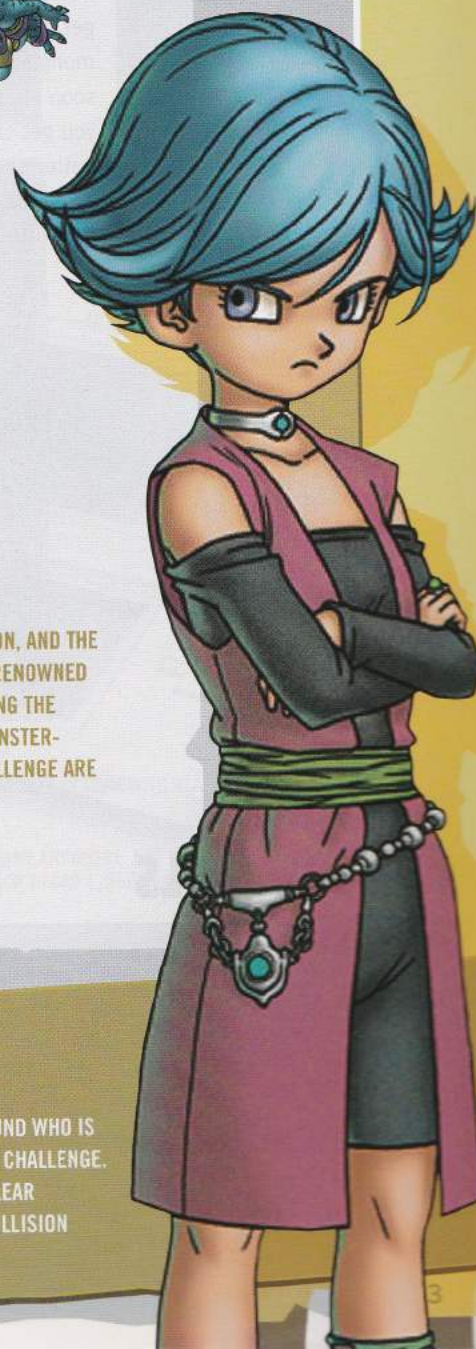
DR SNAP

THE COMMISSIONER OF THE MONSTER SCOUT ORGANISATION, AND THE MAN IN CHARGE OF THE MONSTER SCOUT CHALLENGE. A RENOWNED DOCTOR AND SCIENTIST, HE IS CREDITED WITH INVENTING THE SCOUT RING. A MAN OBSESSED WITH ALL THINGS MONSTER-RELATED, HIS REAL MOTIVES FOR HOLDING THE CHALLENGE ARE STILL UNCLEAR.

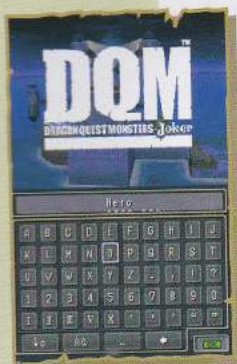


SOLITAIRE

A YOUNG WOMAN OF UNKNOWN BACKGROUND WHO IS ALSO COMPETING IN THE MONSTER SCOUT CHALLENGE. FROM YOUR VERY FIRST MEETING, IT IS CLEAR THAT THE TWO OF YOU ARE SET UPON A COLLISION COURSE...



GETTING STARTED



BEGINNING YOUR ADVENTURE

Select New Game and name your hero to get started. You start the game without monsters, but you will be given one soon enough to start you on your way. As you get stronger, you will be able to scout better and higher ranked monsters—eventually achieving the team necessary to win the Monster Scout Challenge.



THE CONTROLS

+CONTROL PAD	Navigate menus/Move
A BUTTON	Select menu items/Investigate/Talk/Open doors
B BUTTON	Cancel in menus/Reset camera view
X BUTTON	Show main menu and commands
L BUTTON	Rotate through menu windows/Rotate view left
R BUTTON	Rotate through menu windows/Rotate view right
SELECT	Sort items, weapons, skills, and monsters while viewing certain lists

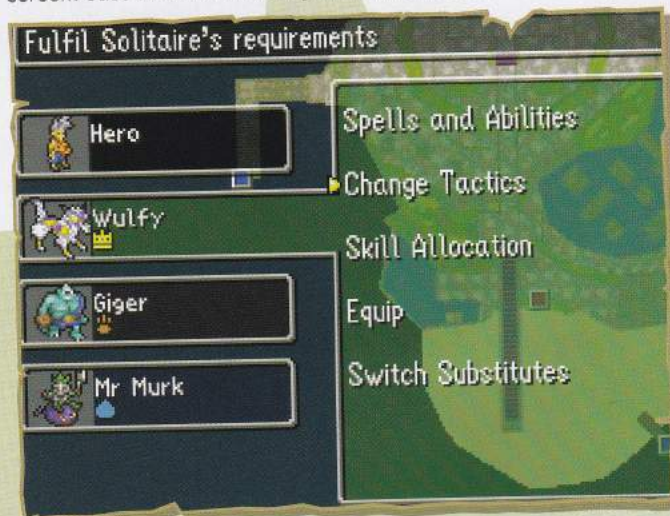
View the Map

You can move the map around by sliding the stylus across the lower screen. This allows you to see parts of the map that are not currently on screen. Touch the screen again to reset and bring back the menu.



Using the Stylus

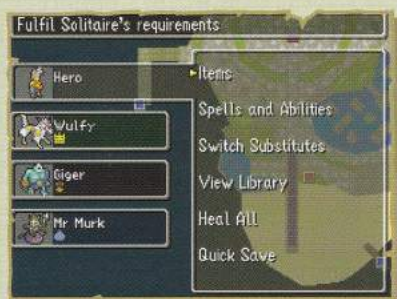
You can also use the stylus to manipulate the menus on the lower screen. Just touch the menu you want to access with the stylus.



THE MENUS

Main Menu

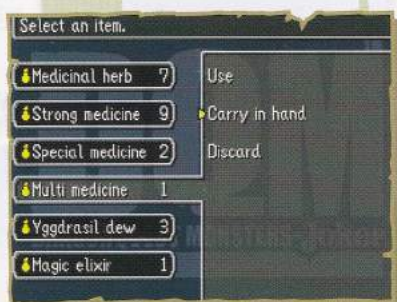
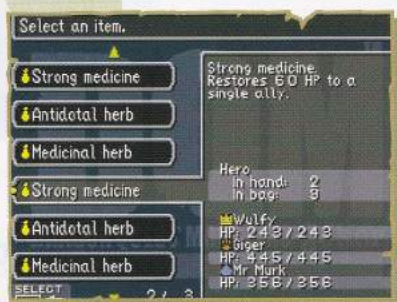
Select your hero to bring up the main menu:



ITEMS Select Items to bring up a list of items that you hold in hand. These items can be used at any time or placed in the bag for storage. Go to the bottom of the list to access the items in your bag.

ITEMS IN YOUR BAG CANNOT BE USED IN BATTLE. HERE YOU WILL FIND ALL THE SPECIAL ITEMS AND WEAPONS, PLUS ANY ITEMS THAT YOU HAVE STORED IN YOUR BAG. YOU CAN SELECT AN ITEM AND MOVE IT TO YOUR HAND, OR USE HEALING ITEMS ON ONE OF YOUR MONSTERS. BE SURE TO KEEP YOUR HAND STOCKED WITH PLENTY OF HEALING ITEMS FOR BATTLE.

BUY AND SELL ITEMS AT THE VENDING MACHINE-LIKE SHOPS IN SCOUTPOSTS, OR THE DEPARTMENT STORE ON DOMUS ISLE. YOU CAN ALSO PURCHASE WEAPONS AT THE WEAPON SHOP IN THE DOMUS ISLE SEWER.



SPELLS AND ABILITIES

Select this option to reach the abilities that the hero learns through his adventures. See below for descriptions of these abilities and how to obtain them.



SWITCH SUBSTITUTES

NOT ONLY DO YOU BRING ALONG YOUR MAIN TEAM OF THREE MONSTERS, BUT YOU ALSO HAVE THREE SUBSTITUTES THAT CAN BE SWITCHED IN AND OUT ANY TIME YOU ARE NOT IN BATTLE. USE THESE MONSTERS AS ALTERNATIVES, WHEN A MONSTER GETS LOW ON HP OR MP.



VIEW LIBRARY

SELECT THIS OPTION TO VIEW INFORMATION ON MONSTERS YOU HAVE COME ACROSS IN YOUR ADVENTURES. YOU CAN ALSO GET INFORMATION ON ANY SKILLS THAT ARE LEARNED BY YOUR MONSTERS.

HEAL ALL

SELECT THIS OPTION TO AUTOMATICALLY HEAL YOUR TEAM WITH HEAL SPELLS.

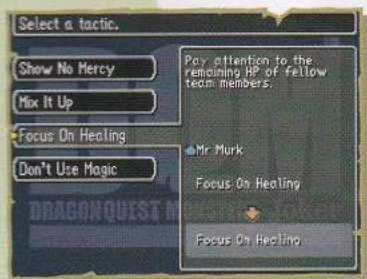
QUICK SAVE

QUICK SAVE ALLOWS YOU TO SAVE YOUR GAME ANYWHERE, BUT ONCE YOU LOAD THIS SAVE UP, IT IS GONE. BE SURE THAT YOU DON'T LOAD A QUICK SAVE AND THEN TURN THE SYSTEM OFF.

Monster Menu

SPILLS AND ABILITIES

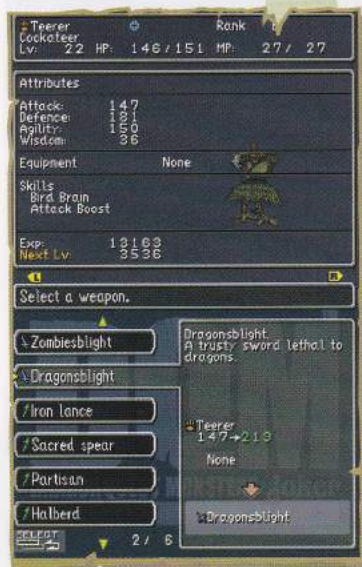
If the selected monster has any spells that can be used outside of battle such as Heal or Zing, you can use them here. Use this option to heal or revive any injured/dead monsters between battles. It is a good idea to have at least one healer on your team at all times.



CHANGE TACTICS This allows you to change how each monster acts when you let them fight on their own. You can select from the following:

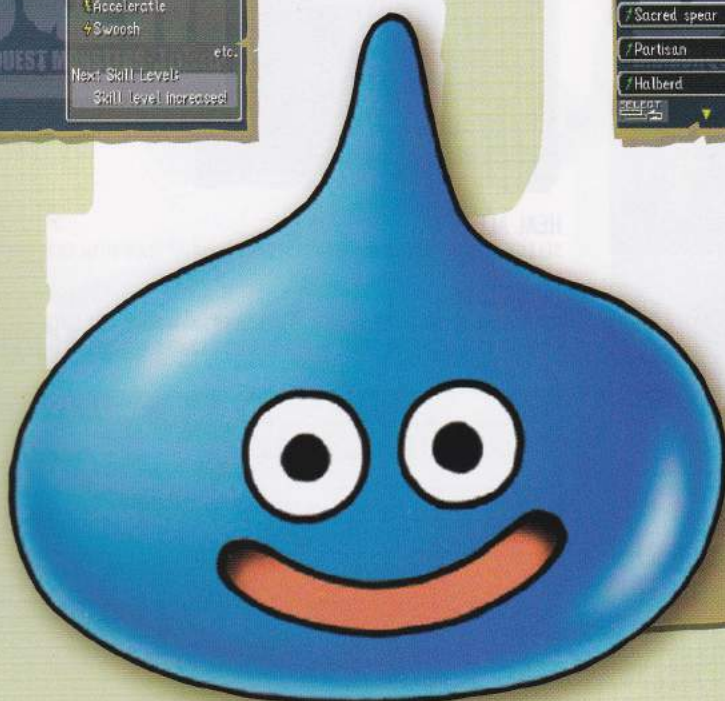


SKILL ALLOCATION IF YOUR MONSTER HAS ANY SKILL POINTS THAT HAVEN'T BEEN ALLOCATED, SELECT THIS OPTION TO DISPERSE THE POINTS. IT IS A GOOD IDEA TO DO THIS AFTER YOU HAVE SYNTHESIZED A NEW MONSTER, SINCE THEY MAY COME WITH UNUSED SKILL POINTS. IF EITHER OF THE FUSED MONSTERS HAVE UNUSED POINTS, A QUARTER OF THE POINTS WILL BE PASSED ALONG TO THE SYNTHESIZED MONSTER.



EQUIP IF YOU HAVE THE WEAPONS AVAILABLE, MAKE SURE YOUR MONSTERS ARE USING THEM. WEAPONS GIVE YOUR MONSTERS MORE ATTACK POWER.

SWITCH SUBSTITUTES JUST LIKE FROM THE MAIN MENU, YOU CAN USE THIS TO BRING IN AN ALTERNATE.



SLIME

THE JETTIES



To travel between the islands, you need to take the sea scooters parked at jetties around the outside of islands. Domus Isle lies in the middle of the archipelago and connects to four of the islands by sea scooter routes. The rest of the islands are connected by more routes. Refer to the map of the islands to see all of the ways that you can move between them (at the start of the walkthrough).

THE HERO'S SPELLS AND ABILITIES

ZOOM

TELEPORTS YOU TO THE LAST SCOUTPOST YOU VISITED. (ONLY WORKS OUTSIDE.)



Complete the shrine on Xeroph Isle and defeat the golem to receive a copy of 'How to Zoom.'

EVAC

TELEPORTS YOU OUT OF TOWERS, CAVES, AND DUNGEONS.



Complete the shrine on Palaish Isle and defeat the moosifer to receive a copy of 'The Joy of Evac.'

WHISTLE

CALLS NEARBY MONSTERS WITH A CHEERFUL WHISTLE.



Complete the shrine on Celeste Isle and defeat the great dragon or Fert Isle and defeat the demon-at-arms to receive a copy of 'Whistling for Dummies.'

VANISH

HIDES YOUR PRESENCE FROM MONSTERS.



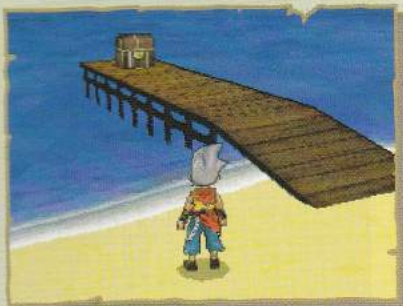
Complete the final shrine on Celeste Isle or Fert Isle, depending on which island you completed first, to receive a copy of 'The Art of Vanishing.'

CHESTS

All around the islands, you come across chests with items inside. There are three different types of chests that you will find.

BROWN CHESTS

These hold lesser items or gold coins. The item inside is random and the chest will reappear when you revisit that island.



RED CHESTS

These hold better items and they do not reappear. The items contained within the red chests are listed in the walkthrough for each island.



BLUE CHESTS

These chests hold darkonium crystals. For the Monster Scout Challenge, you need to find 10 of these to qualify for the finals. After you find 10, the rest can be sold for 3500 each.



SEEDS OF SKILL

At night time only, shining seeds are scattered around the islands. Pick one up and use it on a monster to give that monster three skill points. These items regenerate upon later visits to the island. Refer to the island maps to find the locations of these seeds.

NIGHT AND DAY

As time passes, day becomes night and night becomes day. There are some key differences between the two times as explained in this table:

Event/Object	Day	Night
Enemies	Enemies appear based on danger level of the island	Slightly stronger enemies appear
People in town	Awake and working	Some are asleep
Rival Masters	Out and about	Do not appear
Seeds of Skill	Not available	Appear
Department Store on Domus Isle	Open	Closed
Pirate assault	None	Yes

THE SCOUTPOST

Most of the islands have a scoutpost where you can heal your monsters for free, save your game, and much more. The following utilities are available in each scoutpost:

Information Desk





When you investigate an information desk, your team is automatically healed. You also have the following options:

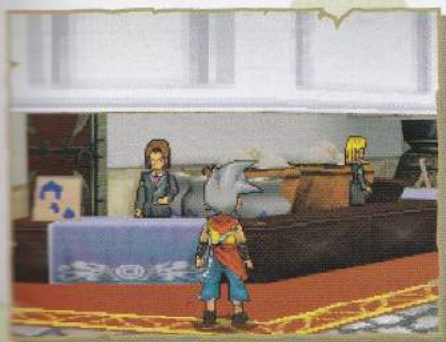
SAVE	Save game data to the adventure log. Unlike Quick Save, once you have used this save the information is saved forever.
REST	Rest for a while to pass time between night and day. There are different monsters available at night, plus skill seeds populate the islands after dark.
CHANCE ENCOUNTER	Use DS Wireless Communications to activate Chance Encounter mode. See the section on Chance Encounter later in this guide for more information.
HELP	View information on the Monster Scout Challenge. This gives you the basic rules and info on the MSC.
EXIT	Select this to leave the desk or just press B.

Gold Bank ATM



Here you can deposit your  for safe keeping. You can also withdraw  if you need to purchase something. If you fall in battle, you lose half of the money you were carrying, so it is a good idea to deposit your money when possible.

Monster Storage



This is a place to keep the monsters you scout. Monsters in storage gain experience points as you fight, though not as fast as substitutes, and far slower than active monsters. You are only allowed to keep a total of 100 monsters. Here you can do the following:

SWITCH MONSTERS	Switch monsters between your team and those in storage. You can have up to three monsters on your current team.
SUBSTITUTE	Select up to three alternates to take with you as you explore. These monsters can be substituted into your team at any time you are not actually fighting a battle.
VIEW	Select this when you want to see how all your monsters are doing. Monsters on your team are indicated with a flag and substitute monsters are shown with a two sided arrow.
RELEASE	Select this to release a monster from storage. If you get close to the 100 monster limit, you may want to release a monster or two to make room for new recruits.
HELP	View information on storage and substitutes.
EXIT	Exits monster storage.

Monster Synthesis



Here you can combine two monsters to create a completely different monster. This allows you to create some monsters that you won't find elsewhere. See the section on synthesis later in this guide for more detail. Here you can do the following:

SYNTHESISE	Fuse two monsters together to create a different one. Select a positive and negative monster to combine together or substitute one with a neutral monster—though two neutral monsters cannot be fused together. Then you have up to three choices of monsters to create. Once they are synthesized, you need to pick three skills to give to the newborn.
SYNTHESIS PICKS	Synthesise monsters using combinations recommended by our expert staff. Later in the game, the staff of Monster Synthesis gives you suggestions on which monsters to synthesise.
HELP	Learn all about synthesising.
EXIT	Exits monster synthesis.

Item Shop



Each scoutpost has a vending machine that sells/buys items and weapons. Select Buy to purchase items and weapons with your hard earned . Select Sell to make some money off of items or weapons that you no longer want. Check out the items and weapons section in this guide for information on all of the stuff that you can buy from these shops.

Den



In the back room of each scoutpost there are fellow scouts lounging around and a bulletin board. Read the bulletin board to find out who is leading the challenge, plus get announcements and news on what is going on in the archipelago.

You will also run across a scout at the side table. Talk to this scout to become friends and possibly trade monsters the next time you meet.

MEDICAL CONSOLE



On Infern Isle and the north side of Celeste Isle, you will find a Medical Console. Investigate these to fully heal your team.

MONSTER FAMILIES




There are seven families of monsters found among the Green Bays archipelago. Each family has its own traits, resistances, and effect on what new monster is created when synthesised. They are:



MONSTER STATS

When you select a monster on the bottom screen, its information is shown on the top screen. It gives you the following information:

BASIC INFORMATION

ATTRIBUTE	NOTES
Name	The monster's name
Charge	The monster's animal attraction (+ for positive, - for negative, and  for neutral)

FAMILY	THE FAMILY THAT THE MONSTER BELONGS TO.
Rank	Monsters are ranked in this order (from weakest to strongest) F-E-D-C-B-A-S-X. Sometimes, the rank letter is followed by numbers such as +1 or +2. This means that the monster is a particularly strong member of that rank, and the higher the number, the more powerful it is.
LV	Current level of the monster.
HP	Current HP/Maximum HP. When the current HP reaches zero, the monster can no longer fight until it is revived.
MP	Current MP/Maximum MP. Monsters consume MP when they use spells and abilities.



MONSTER ATTRIBUTES

ATTRIBUTE	NOTES
Attack Power	The higher the number, the more damage the monster can inflict on an enemy.
Defence	The higher the number, the less damage the monster suffers when attacked.
Agility	The higher the number, the faster the monster can attack.
Wisdom	The higher the number, the more devastating the monster's magic becomes.
Equipment	The weapon that is currently equipped by the monster.
Skills	The skill sets possessed by the monster. (Note: Skills are sets of spells, abilities, and attribute bonuses.)
Exp	The total experience points accumulated by the monster.
Next Lv	The number of experience points needed to reach the next level.
Spells and Abilities	Spells and abilities acquired. Check out our Spells and Abilities section for more information.
Traits	Special characteristics of the monster type.
Resistances	Special resistances possessed by the monster.
Skill A/B/C	Skills acquired by the monster, and their level of development. See our Skills section for more information.
Synthesis Record	A chart showing the monster's synthesis history with a generation or two of the original monsters that were fused to create the current monster.

EQUIPPING WEAPONS

There are seven different types of weapons that you will come across in your adventures:

SWORDS
SPEARS
AXES
HAMMERS

WHIPS
CLAWS
STAVES



Be sure to equip your active team members with weapons to increase their attack power. Check out the Weapons section later in this guide for additional information on all of the weapons.

Certain kinds of weapons may only be used by certain monsters. You can find out which weapons a monster can equip by looking in the bestiary section of this guide, or by viewing the Library option in the main menu.

BATTLE



As you explore most of the islands, you may discover monsters wandering around. If you touch one, you will enter a battle with that monster or team of monsters—up to three opponents. If you can outrun the monster, you can avoid getting into a fight.

Battle Menu



Once you are in a battle, a new menu appears next to your team on the left side of the bottom screen. The opposing team shows up on the right side. Under each of your team members, you can see how much HP and MP

they have left. Watch your HP. If it gets low, use a healing item or spell to replenish any lost hit points.

FIGHT

SELECT THIS OPTION TO HAVE YOUR TEAM BATTLE THE ENEMY ACCORDING TO THEIR CURRENT TACTICS OR ORDERS. YOU ALWAYS NEED TO END WITH THIS OPTION TO START THE ROUND.

GIVE ORDERS

ISSUE ORDERS TO THE MONSTERS IN YOUR CURRENT TEAM. SELECTING THESE OPTIONS GIVES YOU THE FOLLOWING COMMANDS:



Attack	Physically attacks a single enemy or multiple enemies if that monster's weapon allows.
Defend	Halves the damage received by the defender. You may use this option, if this monster isn't doing much damage to the enemy or is running low on HP and can't be healed.
Spells/Abilities	You can select one of the monster's spells or abilities to use against the enemy, or on one of its teammates.
Skip	Press Y to have that monster fight on its own based on its current tactic.

Experience and Skill Points

After each battle, you are awarded experience points and —the amount of each depends on the monster(s) that are defeated. For each island, the monsters that you face and how much experience and you receive are listed in each section of the walkthrough. This experience amount is divided among all of your monsters in your current team. Substitute monsters also get experience, but to a lesser extent. Monsters in storage will get a little experience, but not nearly as much as those in the field. As you reach certain levels of experience points, your level goes up and your attribute stats increase. At some levels you earn skill points according to the following table:



LEVEL	SKILL POINTS	
	2-SKILLED MONSTER	3-SKILLED MONSTER
5	5 (5)	7 (7)
8	8 (13)	11 (18)
11	6 (19)	8 (26)
15	8 (27)	11 (37)
17	6 (33)	8 (45)
20	6 (39)	8 (53)
21	10 (49)	14 (67)
25	6 (55)	8 (75)
26	8 (63)	12 (87)
30	10 (73)	14 (101)
35	8 (81)	12 (113)
38	6 (87)	8 (121)
39	6 (93)	8 (129)
40	7 (100)	10 (139)
43	8 (108)	12 (151)
46	8 (116)	12 (163)
47	6 (122)	8 (171)
50	8 (130)	11 (182)
54	4 (134)	6 (188)
58	4 (138)	6 (194)
62	5 (143)	7 (201)
65	4 (147)	6 (207)
69	6 (153)	8 (215)
74	6 (159)	8 (223)
79	4 (163)	6 (229)
84	4 (167)	6 (235)
86	4 (171)	6 (241)
91	6 (177)	8 (249)
95	4 (181)	6 (255)
99	6 (187)	8 (263)



As you can tell from the above table, another advantage to synthesised monsters is the number of skill points they earn. The total number of skill points is shown for each level in parenthesis.

After you go up a level, and earn skill points, you are taken to a screen where you can allocate the points. Select which skill you want to put the points toward and press right. You are shown how many points you need to reach the next spell, ability, or attribute bonus. Check out the Skills section of this guide for a full listing of the skill sets.

Put the points into the skills that you want to pass on to a new monster, or into skills that you are trying to max out to earn new skills—such as maxing out Fire to get Fire II. If you don't plan to pass on a particular skill through synthesising, then you may not want to put points into that skill—since these points would not be passed on.

There are four different bonuses that your monster earns as you allocate points into their skills; Spells, Abilities, Attribute Bonuses, and the rare trait. Spells are attacks that your monster casts. Abilities are physical attacks such as the slash or dance abilities. Attribute Bonuses boost one of the monster's stats, such as HP or MP. Some skill sets give another trait for the monster.

Max Stats

There are maximum stats that your monster can have for each attribute. Here is a table showing max stats for some monsters.

MONSTER	HP	MP	ATTACK	DEFENSE	SPEED	WISDOM
ATLAS	999	380	999	999	550	440
NIGHT CLUBBER	999	350	999	999	500	350
BEETLEBULLY	940	470	920	999	680	480
BLACK DRAGON	999	420	840	940	700	600
CAPTAIN CROW	870	700	800	880	820	420
MORTAMOR	780	999	540	800	999	999
DON MOLE	950	600	900	980	500	540
DURAN	880	550	880	950	680	900
DHOULMAGUS	680	850	680	830	680	980
DRAGONLORD	930	550	880	999	680	800
DRAGOVIAN LORD	920	660	880	820	710	710
ESTARK	880	300	900	800	480	600
GARUMAZO	800	700	700	620	600	999
DRAKULARD	999	380	940	999	600	530
GEM SLIME	64	999	999	999	999	999
GRANDPA SLIME	940	999	420	900	620	740
ROBBIN' HOOD	860	580	900	950	800	500
KHALAMARI	950	680	880	900	450	610
KILLING MACHINE	790	390	740	850	800	600
KING SQUID	999	600	900	730	550	500
DARKONIUM SLIME	64	999	750	999	999	999
METAL KING SLIME	56	999	600	999	800	999
NIMZO	830	520	780	800	450	630
MUMBOH-JUMBOE	920	600	999	999	350	800
OGRODEMIR	740	860	680	830	480	915
PSARO	960	450	999	950	730	450
RHAPTHORNE	760	999	510	950	999	999
RHAPTHORNE (2ND FORM)	940	400	820	800	350	650
RUIN	999	550	999	900	500	500
MALROTH	890	850	750	850	560	700
TRAP BOX	920	660	780	850	680	740
WIGHT KING	700	999	200	900	900	999
WILDCARD	900	625	800	999	760	800
ZOMA	680	660	740	900	700	999

RIVAL MASTERS

As you progress through your adventure, you will come across rival masters in the dens of the scoutposts and out doing their own fighting and scouting. Masters that you find in the den, standing next to the table on the right, want to befriend you and then exchange monsters. Masters that you find around the island want to battle. Refer to the Rival Masters and Exchangers sections of this guide for more information on these fellow scouts.





SCOUTING

This is what the game is all about—scouting different monsters to build the best team possible. The ease of scouting an enemy depends greatly on that monster.



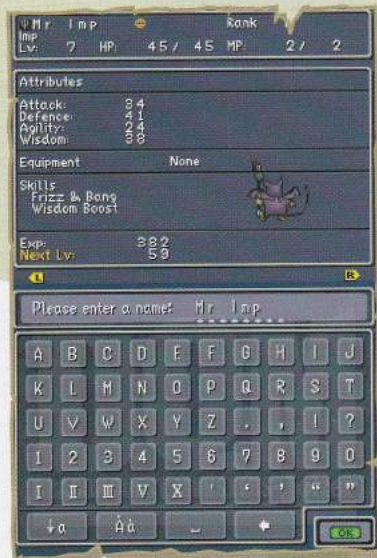
Select Scout from the battle menu and then choose the monster that you want to join your team. Each of your monsters will attack that enemy in an attempt to impress it, in the hope that it will join. A scout gauge appears at the top right of the upper screen showing the odds of scouting success in the form of a percentage.



Even if it reads 1%, you still have a slight chance, but the closer to 100% you get, the better your odds of scouting the monster.

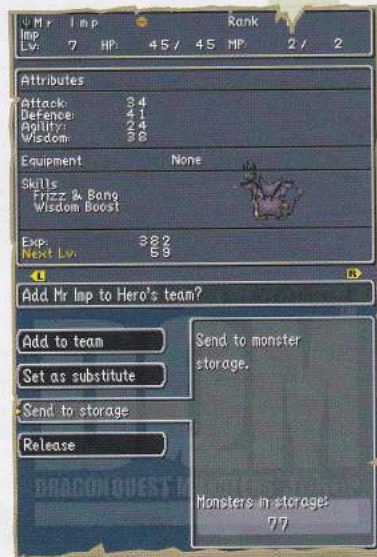


The stronger your monsters are, the more likely you will have success in scouting. If you are having trouble scouting an enemy, you can level up your monsters and try again for a better chance. You can also increase your odds by using the Psyche Up and/or Oomph abilities. These will make your monster's attack power greater, which makes your attack more impressive. If you damage an enemy before scouting it, this also improves your chances of success.



Once you have successfully scouted an enemy, you are given the chance to name that monster. You can also have the game create a name for you, by leaving the name blank.

Then you must decide from the following:



ADD TO TEAM

THE SCOUTED MONSTER JOINS YOUR CURRENT TEAM, BUT YOU MUST MAKE ROOM FOR IT BY SENDING A MONSTER TO STORAGE.

SET AS SUBSTITUTE

THE SCOUTED MONSTER BECOMES A SUBSTITUTE, BUT IF YOU DON'T HAVE ROOM, YOU MUST SEND A SUBSTITUTE TO STORAGE.

SEND TO STORAGE

SEND THE SCOUTED MONSTER STRAIGHT TO STORAGE.

RELEASE

IF YOU DECIDE YOU DON'T WANT THE MONSTER, OR YOU DON'T HAVE ROOM IN STORAGE, YOU CAN RETURN THE MONSTER TO THE WILD.

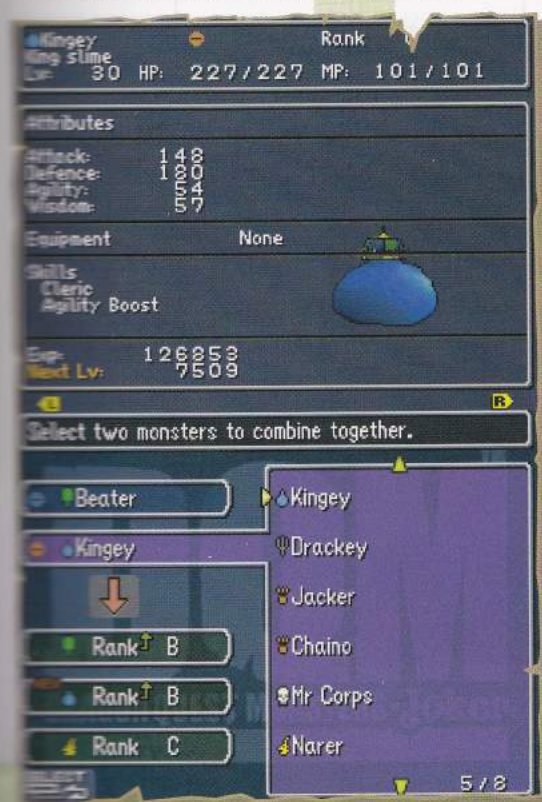


The scouted monster often comes with unused skill points. If you plan to use the scouted monster, spend its skill points on the spells and attribute bonuses that you want.

If you fail to scout the monster, and his tension rises because of it, you are unable to scout it again during that fight. Plus, its attack will be stronger due to the raised tension. If you fail to scout the monster and

it doesn't seem to care, you can attempt to scout the monster again during that battle.

MONSTER SYNTHESIS



Another way to get new and exciting monsters is to synthesise one from two other monsters. Some monsters can only be found through synthesis. You can do this at a Monster Synthesis desk in any scoutpost. Select Synthesise from the menu, then you must select the two monsters that you want to fuse together.



"new" appears next to the rank, it is not in your library. This is a good way to fill out your library.

Only monsters that have reached level 10 can be used. Remember that both of the parents will disappear after the synthesis process.

You must select one positive and one negative. You can also replace one of these with a neutral \oplus , but you can't synthesise two neutrals together.

Once you have the two "parents" selected, you are shown up to three choices for the result. If the word



The resulting monster will have a number to the right of its rank, signifying the added strength of the monster. Every time a monster goes through synthesis, one is added to this number. So if you fuse a Rank D +1 with a Rank B, the result may be a Rank B +2.



After the monster has been synthesized, you must name it. Again, if you don't have a name for it, you can have the game name it for you. After you name it you can select three skills for the monster.

How the Family is Decided in General Synthesis

When you fuse two monsters together, you get three choices for the newly synthesized monster. Here is how they are decided—now stick with me here:



The first choice is from the same family as the positively charged monster. It has a strength rating that is higher than the highest ranked parent. Of all of the monsters that fit these criteria, it will be closest to that highest ranked parent.

The second choice is from the same family as the negatively charged monster. It has a strength rating higher than the highest ranked parent. Of all of the monsters that fit these criteria, it will be closest to that highest ranked parent.

The final choice is decided according to the following chart. The top row is the negatively charged monster and the left column is the positively charged monster. If the two parents are of the same family, then you only get one choice for the newborn. Unlike the first two choices though, this monster just needs to be higher than the lowest strength rating of the two parents. Of all of the monsters that fit these criteria, it will be closest to that lowest ranked parent.

The strength rating of all of the monsters is shown on page 204 of this guide.

NEGATIVE POSITIVE	SLIME	DRAGON	NATURE	BEAST	MATERIAL	DEMON	UNDEAD
SLIME FAMILY	Slime	Material	Dragon	Zombie	Demon	Undead	Beast
DRAGON FAMILY	Material	Dragon	Beast	Material	Demon	Undead	Slime
NATURE FAMILY	Dragon	Beast	Nature	Dragon	Beast	Slime	Demon
BEAST FAMILY	Undead	Material	Dragon	Beast	Nature	Dragon	Material
MATERIAL FAMILY	Demon	Demon	Beast	Nature	Material	Nature	Slime
DEMON FAMILY	Undead	Undead	Slime	Dragon	Nature	Demon	Nature
UNDEAD FAMILY	Beast	Slime	Demon	Material	Slime	Nature	Zombie

If there isn't a monster of that family with a strength rating higher than the deciding parent, the resulting monster will be as follows:

FAMILY	RESULTING MONSTER
Slime	king bubble slime
Dragon	great dragon
Nature	yabby
Beast	buffalogre
Material	living statue
Demon	gracos
Undead	tortured soul



FOR EXAMPLE

YOU MAY DECIDE TO FUSE TOGETHER A POSITIVE MUDDY HAND (UNDEAD FAMILY, STRENGTH RATING: 37) WITH A NEGATIVE JARGON (DRAGON FAMILY, STRENGTH RATING: 47). THE JARGON HAS THE HIGHER STRENGTH RATING, SO IT BECOMES THE DECIDING PARENT. YOUR CHOICES BECOME:



CHOICE 1: The family is undead, since the positively charged monster is undead. It must have a higher strength rating than the jargon. Refer to the table in the back of this guide to find the first undead monster with a strength rating above the jargon. Therefore, the first choice is a **SKIPPER**.



CHOICE 2: The family is dragon, since the negatively charged monster is a dragon. It also must have a strength rating higher than the jargon. The next dragon family monster higher than the jargon is the **GREEN DRAGON**.



CHOICE 3: The positive parent is of the undead family and the negative parent is dragon family. According to the previous chart, the result must be of the slime family. This choice just needs to be higher than the lower rated parent. So, the final choice would be a **DRAKE SLIME**, since it is the next slime monster above the muddy hand.

If you want a newborn monster to be a certain charge, have one of the parents hold the Plus sceptre or Minus sceptre depending on which charge you want.

How the New Monster's Skills are Decided

After you have named your new monster, you must pick three skills for that monster. You can choose from the following skills:

1.

SKILLS HELD BY THE PARENTS.

2.

SKILL INITIALLY HELD BY THE NEW MONSTER TYPE.

3.

SKILL RAISED BY ONE STAGE IF CERTAIN CONDITIONS ARE MET.

4.

SKILL ADDED IF SPECIAL CONDITIONS ARE MET.

If a parent has one of the following skills and if that skill has been completed—maxed out the skill points for that skill, then that skill advanced by one stage is offered as option C.

- 1 FRIZZ & BANG (3 STAGES)
- 4 FRIZZ & WOOSH (3 STAGES)
- 7 FRIZZ & ZAP (3 STAGES)
- 10 FRIZZ & ZAM (3 STAGES)
- 13 BANG & WOOSH (3 STAGES)
- 16 BANG & CRACK (3 STAGES)
- 19 BANG & ZAP (3 STAGES)
- 22 BANG & ZAM (3 STAGES)
- 25 WOOSH & CRACK (3 STAGES)
- 28 WOOSH & ZAP (3 STAGES)
- 31 WOOSH & ZAM (3 STAGES)
- 34 CRACK & ZAP (3 STAGES)
- 37 CRACK & ZAM (3 STAGES)
- 40 FIRE (3 STAGES)
- 43 ICE (3 STAGES)
- 46 BREATH (3 STAGES)
- 69 ANTIMAGIC (2 STAGES)
- 111 WULFSPADE (2 STAGES)
- 113 HAWKHART (2 STAGES)
- 115 DIAMAGON (2 STAGES)
- 117 CLUBOON (2 STAGES)
- 142 ATTACK BOOST (3 STAGES)
- 145 DEFENCE BOOST (3 STAGES)
- 148 AGILITY BOOST (3 STAGES)
- 151 WISDOM BOOST (3 STAGES)



If a parent has skill points in a certain skill and you pass that skill on to the newborn, then half of the total number of points applied to that skill are passed on—the result is rounded down to a whole number. Also, if both parents have a certain skill with points applied to it, then they are added together. If this results in a number that would complete that skill, then the advanced stages of that skill become available (if applicable).

For example, if you synthesise the following two monsters:



SEASAUR

SKILLS	
Frizz & Bang	49 pts
Dragon Lore	0 pts
Attack Boost	19 pts

HEADHUNTER

SKILLS	
Frizz & Bang	0 pts
Attack Boost	31 pts
Woosh & Crack II	75 pts

The resulting monster and available skills are as follows:



RED DRAGON

SKILLS	
Frizz & Bang	24 pts
Dragon Lore	0 pts
Attack Boost	25 pts
Attack Boost II	0 pts
Woosh & Crack II	37 pts
Woosh & Crack III	0 pts
Seal	0 pts

The resulting skill choices and the skill points are explained as follows:



WOOSH & CRACK II

THIS SKILL IS PASSED ON FROM THE HEADHUNTER WITH HALF OF THE 75 POINTS ROUNDED DOWN TO 37.

WOOSH & CRACK III

SINCE 75 POINTS COMPLETES THIS SKILL, THE NEXT STAGE, WOOSH & CRACK III BECOMES AVAILABLE WITH 0 POINTS.

SEAL

THIS IS THE SKILL INITIALLY HELD BY THE RED DRAGON.

THE SAME SKILL WILL NOT APPEAR TWICE AS CHOICES FOR YOUR NEWBORN. IT IS POSSIBLE THAT YOU ONLY HAVE TWO CHOICES, IF BOTH PARENTS HAVE THE SAME SKILL AND IT IS THE SAME AS THE SKILL INITIALLY HELD BY THE RESULTING MONSTER. THERE ARE MANY DIFFERENT COMBINATIONS YOU CAN TRY TO SYNTHESISE NEW MONSTERS. USE MONSTER SYNTHESIS TO MAKE YOUR MONSTERS BETTER AND STRONGER—GIVING YOU A MUCH BETTER CHANCE IN THE MONSTER SCOUT CHALLENGE.

Remember to distribute skill points to your monsters before going through synthesis. Undistributed points are passed on to the newborn at 4 to 1. Distributed points are passed on at 2 to 1. If you don't plan to pass down a particular skill set, then you may want to pass on distributing points into that skill. That way the created monster gets a quarter of the unused points.

Special Synthesis

Certain combinations of parents result in a new monster that is completely different than what would have resulted from general synthesis. This is called Special Synthesis. There are many monsters that can only be created by this type of synthesis, and it is also how you achieve Rank S or X monsters. You can find these combinations in our Special Synthesis section at the end of this guide. Some combinations call for special synthesis of all four "grandparents."

Synthesis Picks



Once you have synthesized a total of 20 times, talk to the person at Monster Synthesis. A new selection is available called Synthesis Picks. Their expert staff has come up with three monsters that you can synthesise with your monsters.

Matchmaking Service

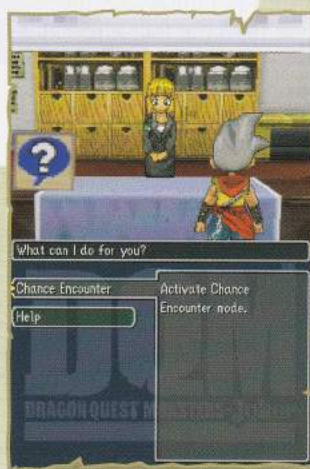


Once you open up the matchmaking service on Domus Isle, you can synthesise monsters through them. They offer five monsters that you can choose to synthesise with, then you offer up a monster that meets their requirement. The rest is the same as synthesising in a scoutpost. The nice thing about synthesising with this service is that you only lose the requirement monster that you offer up.

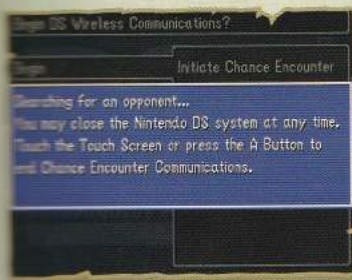
MULTIPLAYER

There are three different ways that you can fight against another player's monsters.

Chance Encounter



Select this option from the information desk at any scoutpost to put your Nintendo DS into Chance Encounter mode. Chance Encounter mode uses DS Wireless Communications to put you head-to-head with passing opponents.



If another player passes by with their Dragon Quest Monsters: Joker in Chance Encounter Mode, your game will download the other player's team information. After it is finished downloading you can square off against their team.

You can also scout a member of their team. Monsters scouted in Chance Encounter mode are treated as "guests." The guest icon appears next to guest monsters. If you use a guest monster for synthesis, the result will also be treated as a guest. Guest monsters cannot be used in the Wildcard World Cup.

You will need to remove the Incarnus from your team before you can use this option.

DS Wireless Play

You have two options in wireless play: Battle and Monster Trading. In Battle mode, you can fight against another player just as you would against a fellow rival in game. Select Monster Trading to swap monsters with other players.

BATTLE

You have three options for a wireless battle:



STANDARD BATTLE

Compete against one opponent in this mode. Each player may select up to three monsters to use in battle. The battle rules are customizable.

One player must host the game and the other selects Guest. After accepting the challenge, you have the following options:

FREE BATTLE

SEIZE VICTORY BY DEFEATING ALL OF YOUR OPPONENT'S MONSTERS.

SQUARE ENIX RULES

PLAY BY OFFICIAL RULES. THE RULES ARE LENGTH: 10 TURNS, REVIVE: OFF, GIVE ORDERS: OFF. YOU CAN THEN SWITCH OUT YOUR MONSTERS FOR SUBSTITUTES AND CHANGE EQUIPMENT.

CUSTOM RULES

HERE YOU CAN CHANGE THE FOLLOWING RULES:

LENGTH-NO LIMIT, 3 TURNS, 5 TURNS, OR 10 TURNS

REVIVE-ON/OFF—SELECT WHETHER OR NOT SPELLS AND ABILITIES SUCH AS KAZING AND SONG OF SALVATION CAN BE USED.

GIVE ORDERS-ON/OFF—SELECT WHETHER OR NOT ORDERS CAN BE ISSUED TO MONSTERS.

ELIMINATION TOURNEY

Compete against three or more opponents in this mode. Each player may select up to three monsters to use in battle. The first player to win five battles in a row is declared the victor.

Just like in a battle, you can switch out monsters and change equipment before the fight. You can also change the same rules.

BATTLE RECORD

This gives your record in Standard Battle and Elimination Tourney.

MONSTER TRADING

Swap monsters with other players using wireless communications. One player must host and the other must be the guest. Each player selects up to three monsters to trade to the other. Once you confirm the trade it will commence. After the trade, your game is automatically saved. Any monsters that are received are sent straight to storage.

Wildcard World Cup

WILDCARD WORLD CUP

Use Nintendo Wi-Fi Connection to access the Wildcard World Cup. Use the setup to configure your Nintendo DS to connect to Nintendo Wi-Fi. Then you can test your team against players around the world.

You are first taken to the lobby. You can then fight specially selected teams by downloading them to your system.

NINTENDO WFC SETUP

This menu allows you to configure the Nintendo Wi-Fi Connection settings. You can change your connection setup here or add a new connection. This is the same as for any other Nintendo DS game that uses Nintendo Wi-Fi Connection.

THE GREEN BAYS ARCHIPELAGO

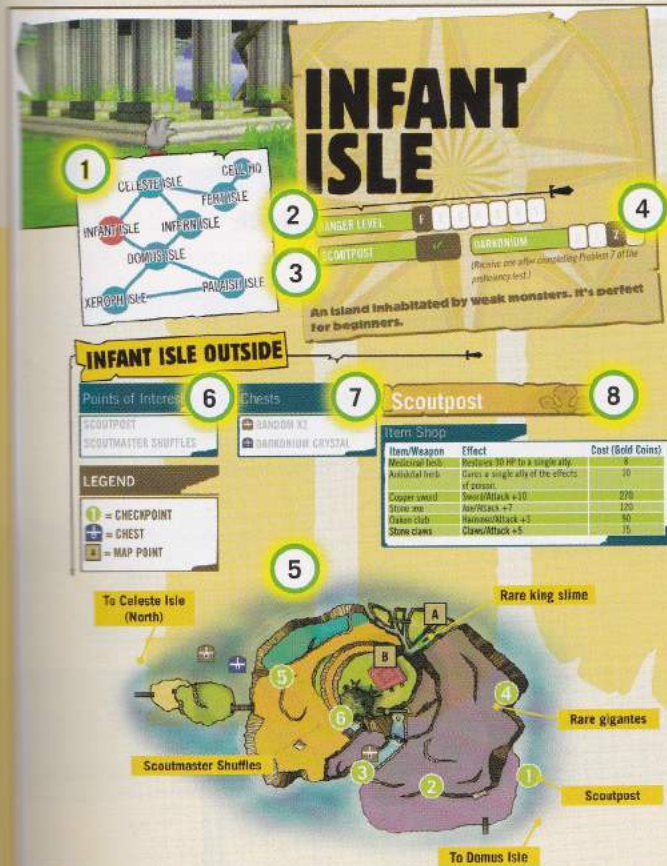


Attacking Chests

Beware of the canniboxes and mimics that take the form of chests to lure adventurers in for the kill.

123	CANNIBOX
	RANK E D C B A S
LV 13	HP 132 MP 12
ATTACK 105	DEFENCE 90
AGILITY 73	WISDOM 19
MAGIC	Venom Breath, Whack
EXP 185	GOLD 30
	Seed of strength
EASE OF SCOUTING	1.5
SKILLS	78 Fear-monger, 145 Defence Boost

133	MIMIC
	RANK E D C B A S
LV 18	HP 256 MP 34
ATTACK 168	DEFENCE 153
AGILITY 146	WISDOM 82
MAGIC	Sweet Breath, Death Dance, Spooky Aura
EXP 512	GOLD 76
	Medicinal herb
EASE OF SCOUTING	1
SKILLS	95 Nightmare, 145 Defence Boost



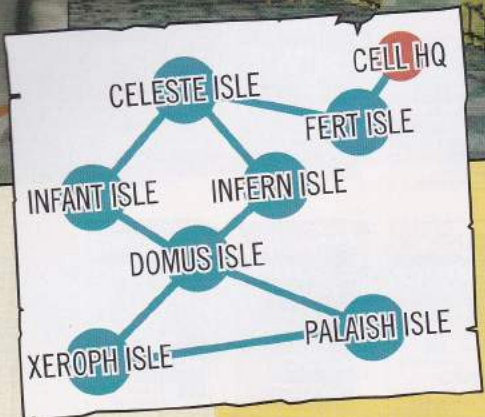
Monsters

SLIME LV 1 HP 10 MP 0 ATTACK 4 DEFENSE 5 AGILITY 10 WISDOM 12 MAGIC None EXP 3 GOLD 1 Medical herb EASE OF SCOUTING 3 SKILLS 102 Slime, 147 Attack Boost	RARE SLIME (RARE) LV 30 HP 150 MP 44 ATTACK 104 DEFENSE 102 AGILITY 134 WISDOM 146 MAGIC Multiheart, Body Break EXP 400 GOLD 150 Special medicine "Seed of life" EASE OF SCOUTING 1.5 SKILLS 122 Clinic, 149 Agility Boost	HADES CONDOR LV 16 HP 144 MP 33 ATTACK 133 DEFENSE 86 AGILITY 142 WISDOM 28 MAGIC Heal, Medicated Throat EXP 450 GOLD 288 Medical herb "Seed of night" EASE OF SCOUTING 1.5 SKILLS 101 Cure-all, 145 Defense Boost	PLATYPUNK LV 1 HP 14 MP 5 ATTACK 13 DEFENSE 7 AGILITY 14 WISDOM 10 MAGIC None EXP 8 GOLD 2 Medical herb EASE OF SCOUTING 1 SKILLS 100 Naturalist, 145 Defense Boost
MISCHIEVOUS MOLE LV 1 HP 10 MP 0 ATTACK 11 DEFENSE 7 AGILITY 14 WISDOM 5 MAGIC Throat Up EXP 6 GOLD 3 Store axe EASE OF SCOUTING 3 SKILLS 102 Guernsey, 142 Attack Boost	GIANT RARE LV 15 HP 150 MP 18 ATTACK 175 DEFENSE 8 AGILITY 70 WISDOM 14 MAGIC Hunter Mist EXP 441 GOLD 10 "Baker's club" "Seed of strength" EASE OF SCOUTING 1 SKILLS 122 Artillery, 142 Attack Boost	BRACKY LV 1 HP 14 MP 0 ATTACK 16 DEFENSE 8 AGILITY 70 WISDOM 14 MAGIC None EXP 10 GOLD 4 Chickens wing EASE OF SCOUTING 3 SKILLS 108 Green Finger, 148 Agility Boost	WINKY LV 4 HP 24 MP 7 ATTACK 28 DEFENSE 28 AGILITY 24 WISDOM 41 MAGIC Ping, Fizz EXP 24 GOLD 4 Magic effect "Seed of wisdom" EASE OF SCOUTING 1 SKILLS 14 Banquets, 851 Wisdom Boost
GHOST LV 3 HP 75 MP 8 ATTACK 29 DEFENSE 7 AGILITY 20 WISDOM 22 MAGIC Ninja Lash EXP 15 GOLD 6 Mainward 240 EASE OF SCOUTING 3 SKILLS 104 Drawbeat, 142 Attack Boost	STUMP CHUMP LV 2 HP 20 MP 8 ATTACK 16 DEFENSE 9 AGILITY 12 WISDOM 13 MAGIC None EXP 13 GOLD 10 Medical herb EASE OF SCOUTING 3 SKILLS 108 Green Finger, 142 Attack Boost	<h2>CHECKPOINTS</h2> <h3>1 Scoutpost</h3> <p>Your first stop should be the scoutpost. Save your gear and take a look around. Most islands have a scoutpost, where you can heal, rest, deposit/withdraw @, buy items, synthesize monsters, and store monsters. Eventually you will meet other scouts in the den that offer different monster exchanges. Talk to the people in the scoutpost to find out where you should go next. Your first objective is to take the Scout's Pledge.</p>	

- Overall Green Bays Islands map.
- This shows the danger level and can be any of the following: F, E, D, C, B, A, or S. F being the weakest monsters and S being the toughest.
- Does the island have a scoutpost?
- How many darkonium crystals will you find on the island?
- The map that shows chest locations, the scoutpost, points of interest, and connections to other maps. There are numbered checkpoints marked on the maps that match up with the numbers in the text.
- The points of interest that are shown on the map are listed here.
- This lists the contents of the chests. Brown chests have a random item inside, so these are listed as random.
- Shop listings. If there is a shop or two on the island, what is available at the shop is listed.
- The monsters found on this map are listed here along with their stats. The level of the monsters that you find can vary slightly, therefore their stats will vary. The following for each monster are also listed: their spells, the experience & earned, item dropped (an * means that item is a rare drop), the ease of scouting that monster (on a scale from 1 to 3 with 3 being the easiest to scout), and the skills that monster possesses. If the monster says rare, it doesn't show up as often. If the monster says one chance, once you scout or defeat it, it is gone.
- The checkpoints refer to the numbers on the map. These are the locations on the island that need particular attention paid to them.



CELL HEADQUARTERS



DANGER LEVEL F E D C B A S

SCOUTPOST —

DARKONIUM 0 1 2 3

An island that holds the CELL Headquarters—where the hero starts his adventure.

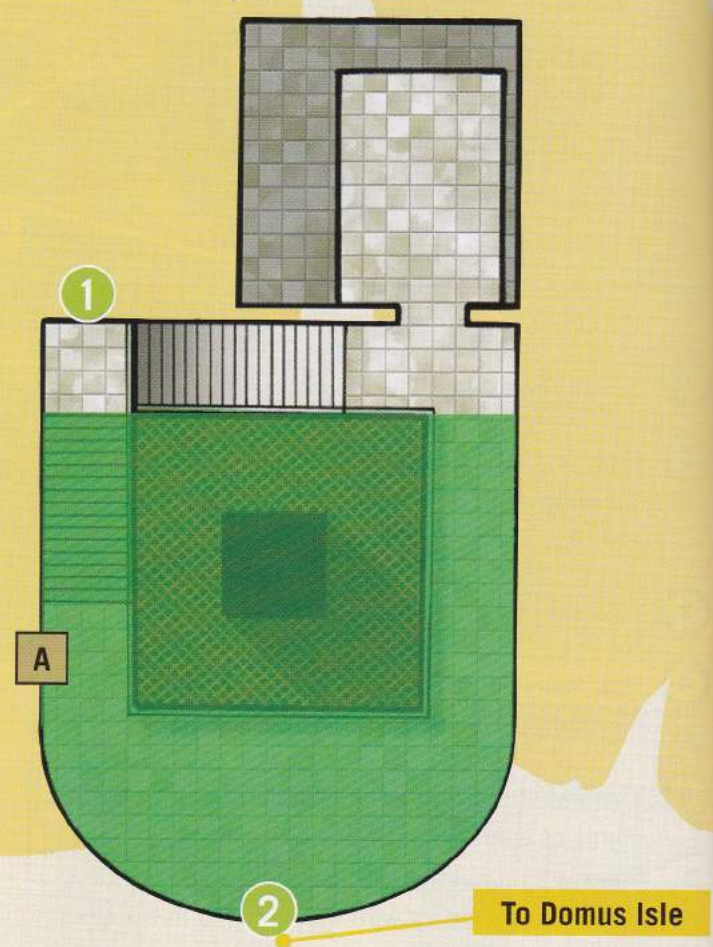
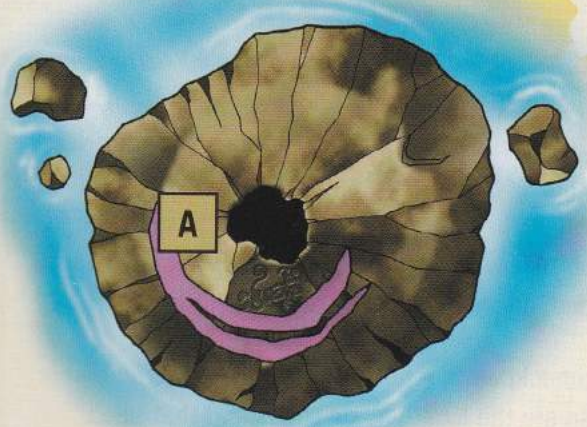
CELL HEADQUARTERS

Points of Interest

WARDEN'S OFFICE

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT



CHECKPOINTS

1 The Adventure Begins

Warden Trump gives the hero a scout ring and sends him off to enter the Monster Scout Challenge on Domus Isle. You can explore CELL Headquarters before heading down the elevator.



2 The Jetty

Talk to the man at the jetty to get more information on your mission. Before boarding the sea scooter, he lets you choose between the following three monsters. Select one and board the sea scooter.



85	DRACKY
	RANK F E D C B A S
LV 1	HP 24 MP 15
ATTACK 14	DEFENCE 7
AGILITY 18	WISDOM 14
MAGIC	Dark Knight, Agility Boost
TRAITS	Artful Dodger
RESISTANCES	Fizzleproof

85	PLATYPUNK
	RANK F E D C B A S
LV 1	HP 27 MP 16
ATTACK 15	DEFENCE 10
AGILITY 12	WISDOM 9
MAGIC	Naturalist, Defence Boost
TRAITS	None
RESISTANCES	Fizzleproof

86	MISCHEVIOUS MOLE
	RANK F E D C B A S
LV 1	HP 29 MP 12
ATTACK 16	DEFENCE 8
AGILITY 11	WISDOM 8
MAGIC	Guerilla, Attack Boost
TRAITS	Psycho
RESISTANCES	Dazzleproof

MISCHEVIOUS MOLE



The Green Bay Archipelago

CELL HQ

Domus Isle

Infant Isle

Xeroph Isle

Palatish Isle

Intem Isle

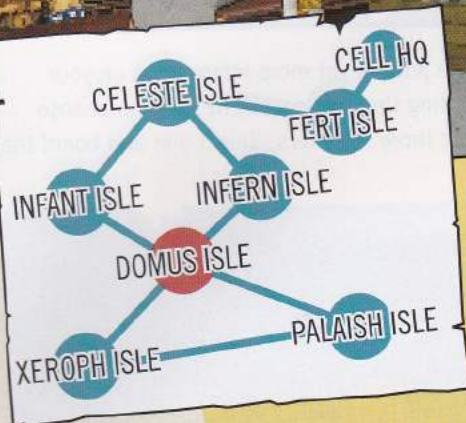
Celeste Isle

Fert Isle

Uncharted Islands

Monster Scout Challenge Finals

DOMUS ISLE



DANGER LEVEL

F E D C B A S

SCOUTPOST

DARKONIUM

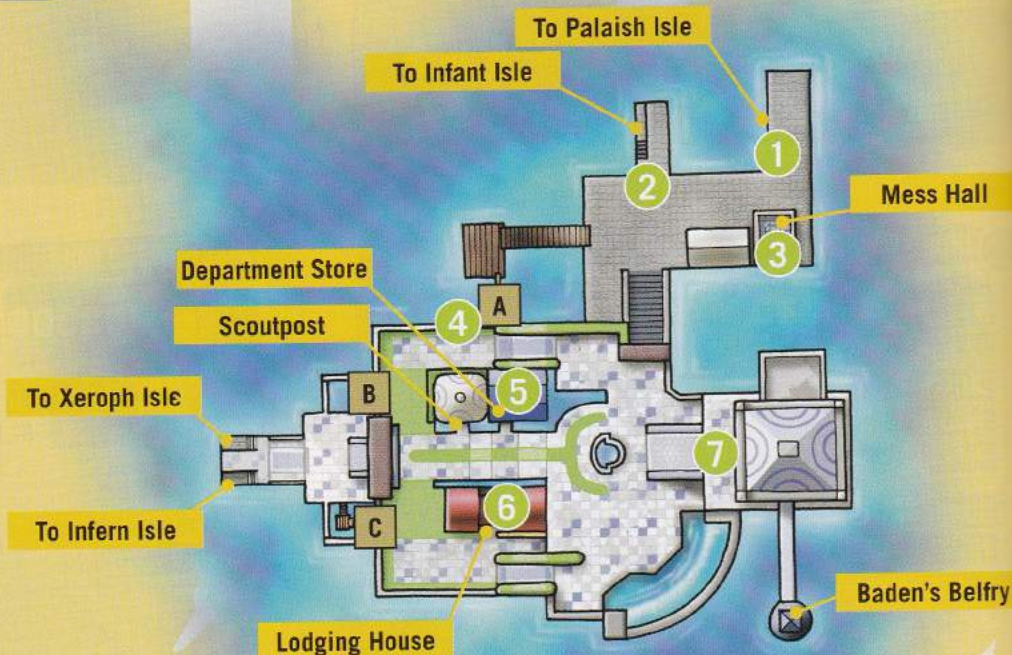
0 1 2 3

This area boasts the only major town in the islands, as well as Monster Scout HQ.

DOMUS ISLE

Points of Interest

MESS HALL
SCOUTPOST
MSO HEADQUARTERS
DEPARTMENT STORE/
MONSTER MATCHMAKING
SERVICE
LODGING HOUSE
BADEN'S BELFRY



Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Chimaera wing	Teleports you to the last scoutpost you visited. (Only works outside.)	25
Exodust	Teleports you out of the current tower, cave, or dungeon.	50
Cypress staff	Staff/4	150

LEGEND

1 = CHECKPOINT
A = MAP POINT

Department Store

Once you have completed the first shrine, the department store is open on Domus Isle during the day. Once you make it to the finals in the Monster Scout Challenge, new items are available at the shops. These are marked with an *. After you complete the main game, even more items become available. These are marked with an **.

Backpackers (Item shop)

Your one-stop item shop.

Item	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Strong medicine	Restores 60 HP to a single ally.	50
Multi medicine*	Restores 30 HP to all allies.	600
Higdrasil dew**	Restores between 100 and 120 HP to all allies.	3000
Magic elixir	Restores 30 MP to a single ally.	300
Wage's elixir*	Restores 90 MP to a single ally.	750
Elfin elixir**	Fully restores the MP of a single ally.	1260
Panacea	Cures a single ally of all physical ailments.	550
Antimagic powder	Enchanted dust used to seal an enemy's magic.	100
Gomph powder	Increases the attack power of a single ally.	900
Wizard's penny	Increases one ally's resistance to enemy magic.	310
Wizard's shilling*	Increases all allies' resistance to enemy magic.	960
Insulade	Increases one ally's resistance to fire and ice breath attacks.	350
Jumbo Insulade*	Increases all allies' resistance to fire and ice breath attacks.	1050

Lethal Weapons

The armoury on the island.

Weapon	Type/Attack Power	Cost (Gold Coins)
Steel broadsword	Sword/30	2000
Silver broadsword*	Sword/62	11200
Giant's sword**	Sword/90	39000
Partisan	Spear/28	2300
Halberd*	Spear/57	9600
Iron axe	Axe/23	990
Battleaxe*	Axe/52	6700
King axe**	Axe/81	27500
Iron hammer	Hammer/24	1540
Giant wrench*	Hammer/49	7300
Warzuder maul**	Hammer/80	43000
Coiled steel whip**	Whip/42	18800
Iron claws	Claws/19	1150
Steel claws*	Claws/43	5500
Dragon talons**	Claws/77	34500
Bone staff	Staff/12	730
Dental staff*	Staff/34	3600

Skillful Scribblings

Skill Scrolls Shop - the shop of choice for skill scroll lovers. Skill scrolls are magical manuscripts that allow you to teach your monsters new skills instantly. The shopkeeper accepts monsters in exchange for scrolls.

Scroll	Description	Exchange these monsters...
Warrior's scroll	Basic warrior techniques.	Rank C Slime Family x2
Mage's scroll	Basic mage techniques.	Rank C Demon Family x2
Priest's scroll	Basic priest techniques.	Rank C Nature Family x2
Martial artist's scroll	Basic martial artist techniques.	Rank C Material Family x2

CHECKPOINTS

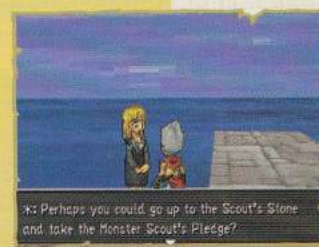
1 Arrive at Domus Isle

You arrive at this jetty after leaving CELL Headquarters. Take a look around and talk to the town's folk.



2 Scout Challenge Delay

Talk to the lady near this jetty. She suggests that you go to Infant Isle while you wait for the challenge to begin.



3 Mess Hall

Visit the mess hall to talk to other scouts and meet the extremely friendly waiter.



4 The Sewer

There are three entrances to the sewer, but you are unable to get in until you collect 10 darkonium crystals.



6 Lodging House

Igor Folds lives in a downstairs apartment in this building. He claims to be Dr Snap's arch-rival. Talk to him to receive an elfin elixir.



5 Department Store

After you complete the first shrine the department store opens up for business during daylight. The stores carry extra items once you make the finals of the scout challenge. At this point, the Monster Matchmaking service is available upstairs.



7 Monster Scout Organisation

This building is the headquarters for the MSO. You can find Dr Snap's office downstairs and access to Baden's Belfry upstairs. Your first visit should be to the receptionist to register for the challenge.



SEWER

Chests

- 8 GOLD COINS
- GOLD NUGGET
- SEED OF DEFENCE

Weapon Shop

Item/Weapon	Effect	Cost (Gold Coins)
Yggdrasil leaf	A mystical leaf that resurrects a single fallen ally.	1500
Positive Puller	Lures + monsters into battle.	7300
Think Negative	Lures - monsters into battle.	7500
Zombiesbane	Sword/36	3850
Hunting spear	Spear/40	4400
War hammer	Hammer/31	3200
Sidewinder	Whip/21	4000
Sacred claws	Claws/25	2500

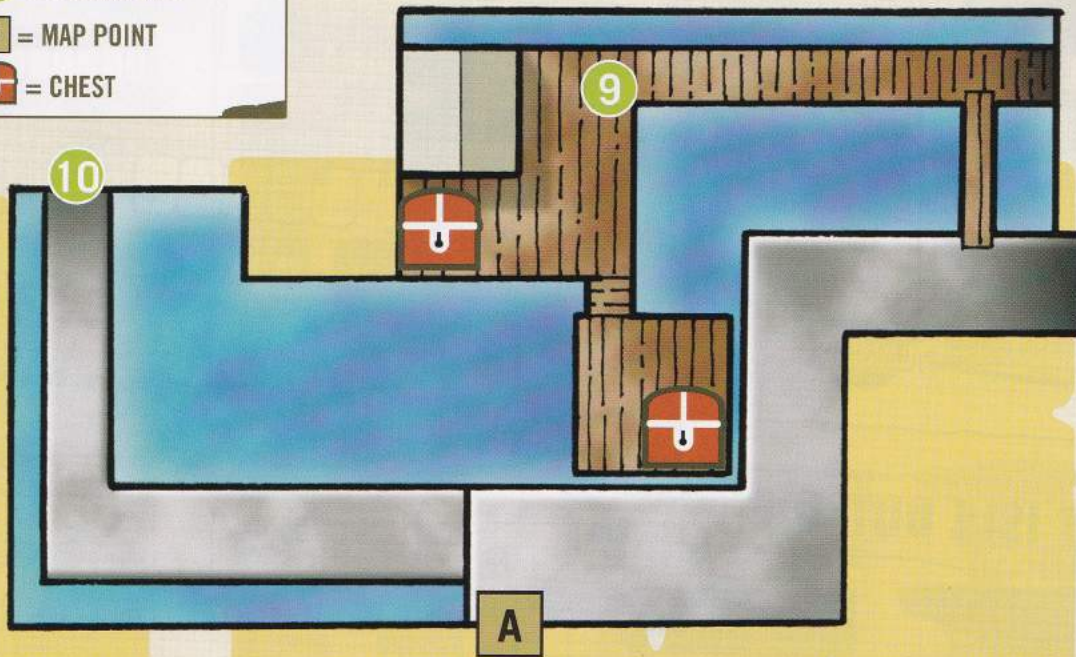


LEGEND

10 = CHECKPOINT

A = MAP POINT

⊕ = CHEST



CHECKPOINTS

8 Weapon Shop

Visit the Weapon Shop on the west side of the sewers. Grab the gold nugget and seed of defence from the red chests too.



9 Satyr

Say "yes" to the satyr for an easy scout. As you talk to various people in the sewers, you can receive free monsters.



10 Locked Door

This door is locked. Rumor has it that there are some unusual monsters behind the door.



The Green Bays Archipelago

CELL HQ

Domus Isle

Infant Isle

Koroph Isle

Palatish Isle

Infern Isle

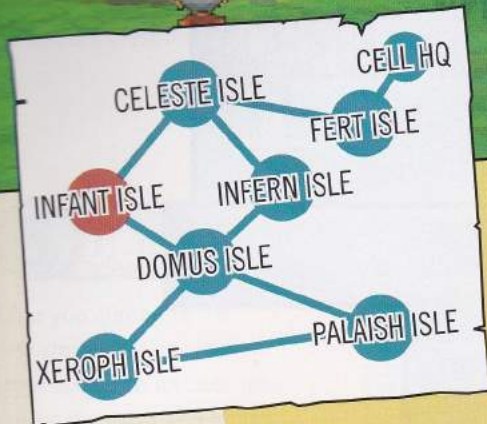
Celeste Isle

Fert Isle

Uncharted Islands

Monster Scout Challenge Finals

INFANT ISLE



DANGER LEVEL

F E D C B A S

SCOUTPOST



DARKONIUM

0 1 2 3

(Receive one after completing Problem 7 of the proficiency test.)

An island inhabited by weak monsters. It's perfect for beginners.

INFANT ISLE OUTSIDE

Points of Interest

SCOUTPOST

SCOUTMASTER SHUFFLES

Chests

RANDOM X2

DARKONIUM CRYSTAL

To Celeste Isle
(North)

Rare king slime

Rare gigantes

Scoutmaster Shuffles

Scoutpost

To Domus Isle

LEGEND

1 = CHECKPOINT

+ = CHEST

A = MAP POINT

Monsters

31 SLIME



RANK			
F	E	D	C
B	A	S	

LV	1	HP	8	MP	0
ATTACK	8	DEFENCE	5		
AGILITY	10	WISDOM	12		
MAGIC	none				
EXP	3	GOLD	1		
Medicinal herb					
EASE OF SCOUTING 3					
SKILLS 102 Slimer, 142 Attack Boost					

16 KING SLIME (RARE)



RANK			
F	E	D	C
B	A	S	

LV	20	HP	198	MP	84
ATTACK	108	DEFENCE	132		
AGILITY	34	WISDOM	36		
MAGIC	Multiheal, Body Slam				
EXP	400	GOLD	250		
Special medicine/*Seed of life					
EASE OF SCOUTING 1.5					
SKILLS 97 Cleric, 148 Agility Boost					

69 HADES CONDOR



RANK			
F	E	D	C
B	A	S	

LV	16	HP	144	MP	33
ATTACK	133	DEFENCE	86		
AGILITY	162	WISDOM	28		
MAGIC	Heal, Mercurial Thrust				
EXP	450	GOLD	288		
Medicinal herb/*Seed of agility					
EASE OF SCOUTING 1.5					
SKILLS 60 Cure-all, 145 Defence Boost					

85 PLATYPUNK



RANK			
F	E	D	C
B	A	S	

LV	1	HP	14	MP	5
ATTACK	13	DEFENCE	7		
AGILITY	14	WISDOM	10		
MAGIC	None				
EXP	8	GOLD	2		
Medicinal herb					
EASE OF SCOUTING 3					
SKILLS 103 Naturalist, 145 Defence Boost					

85 MISCHIEVOUS MOLE



RANK			
F	E	D	C
B	A	S	

LV	1	HP	12	MP	0
ATTACK	11	DEFENCE	7		
AGILITY	14	WISDOM	9		
MAGIC	Psyche Up				
EXP	6	GOLD	3		
Stone axe					
EASE OF SCOUTING 3					
SKILLS 81 Guerrilla, 142 Attack Boost					

104 GIGANTES (RARE)



RANK			
F	E	D	C
B	A	S	

LV	15	HP	353	MP	18
ATTACK	176	DEFENCE	8		
AGILITY	0	WISDOM	7		
MAGIC	Hatchet Man				
EXP	444	GOLD	5		
Oak club/*Seed of strength					
EASE OF SCOUTING 1					
SKILLS 72 Anti-metal, 142 Attack Boost					

145 DRACKY



RANK			
F	E	D	C
B	A	S	

LV	1	HP	14	MP	0
ATTACK	16	DEFENCE	9		
AGILITY	20	WISDOM	14		
MAGIC	None				
EXP	10	GOLD	4		
Chimaera wing					
EASE OF SCOUTING 3					
SKILLS 58 Dark Knight, 148 Agility Boost					

147 WINKY



RANK			
F	E	D	C
B	A	S	

LV	4	HP	24	MP	7
ATTACK	28	DEFENCE	28		
AGILITY	24	WISDOM	41		
MAGIC	Ping, Frizz				
EXP	24	GOLD	8		
Magic elixir/*Seed of wisdom					
EASE OF SCOUTING 3					
SKILLS 74 Barricade, 151 Wisdom Boost					

17 GHOST



RANK			
F	E	D	C
B	A	S	

LV	3	HP	28	MP	8
ATTACK	26	DEFENCE	7		
AGILITY	22	WISDOM	22		
MAGIC	Tongue Lashing				
EXP	20	GOLD	6		
Moonwort bulb					
EASE OF SCOUTING 3					
SKILLS 104 Graveheart, 142 Attack Boost					

175 STUMP CHUMP



RANK			
F	E	D	C
B	A	S	

LV	2	HP	20	MP	8
ATTACK	16	DEFENCE	9		
AGILITY	12	WISDOM	13		
MAGIC	None				
EXP	13	GOLD	10		
Medicinal herb					
EASE OF SCOUTING 3					
SKILLS 108 Green Finger, 142 Attack Boost					

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Copper sword	Sword/10	270
Stone axe	Axe/7	120
Oaken club	Hammer/3	90
Stone claws	Claws/5	75

CHECKPOINTS

1 Scoutpost

Your first stop should be the scoutpost. Save your game and take a look around. Most islands have a scoutpost, where you can save, heal, deposit/withdraw

6, buy items, synthesise monsters, and store monsters. Eventually you will meet other scouts in the den that offer different monster exchanges. Talk to the people in the scoutpost to find out where you should go next. Your first objective is to take the Scout's Pledge.



2 Level Up and Scout

You will meet plenty of monsters along the way to fight and scout. After your monster has leveled up a few times, scout a couple of new monsters for your team.



3 Treasure Chests

There are treasure chests scattered around the islands that are marked on the maps. Brown chests, such as this one, regenerate every time you revisit an island. Blue and Red chests are empty after you open them once. There is a ladder blocked by crates, so you will have to find another way around the island for now.



4 Gigantes

Watch out for the gigantes that roams this area. It is the first rare monster you find, and at this point, he will take out your monster with one hit.



5 Access to Celeste Isle

After you have explored half of Celeste Isle, the bridge to the western section of the island becomes accessible. Grab the darkonium crystal from the blue chest. The sea scooter will take you to Celeste Isle (North).



6 Scoutmaster Shuffles

In this tent, talk to Scoutmaster Shuffles to take his Monster Scout Proficiency Test. See page 80 for complete coverage of the test. A scout in the tent informs you that the ladder just ahead is now unblocked. This gives you quick access to the scoutpost for healing and saving.



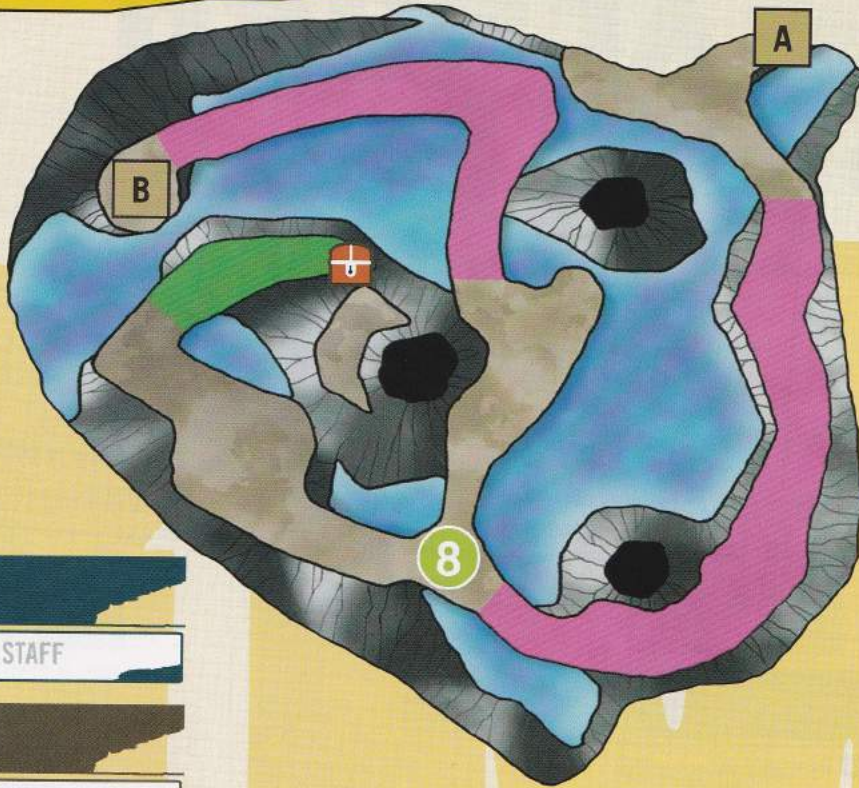
7 Solitaire

Find Solitaire, a fellow challenge rival, trying to scout a unique looking monster. After meeting Solitaire, examine the stone to take the Scout's Pledge. Next, you find out that the opening ceremonies are about to begin—good timing.



Hero comes upon a scout attempting to recruit a monster...

CAVE



Chests

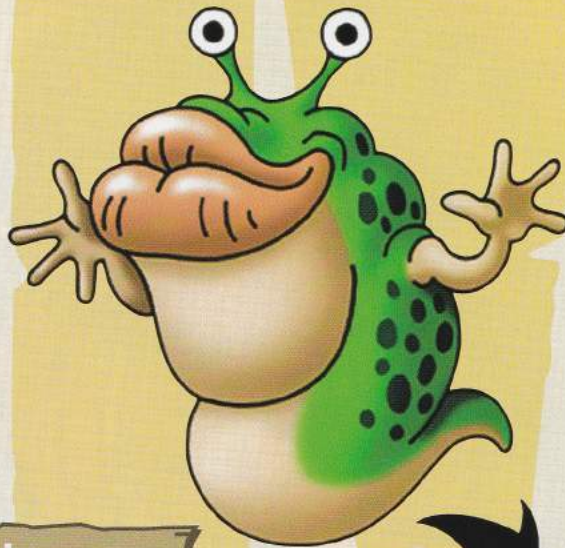
CYPRESS STAFF

LEGEND

= CHECKPOINT

= MAP POINT

= CHEST



8 Lips and Shadows

Watch out for the Lips and Shadows that appear in your path. These can be tough fights, if you aren't ready for them.



116 SHADOW



RANK
F E D C B A S

LV	3	HP	18	MP	5
ATTACK	20	DEFENCE	17		
AGILITY	23	WISDOM	38		
MAGIC	Crack				
EXP	15	GOLD	13		
	Antidotal herb				
EASE OF SCOUTING	3				
SKILLS	94 Reaper, 145 Defence Boost				

145 DRACKY



RANK
F E D C B A S

LV	1	HP	14	MP	0
ATTACK	18	DEFENCE	7		
AGILITY	20	WISDOM	22		
MAGIC	None				
EXP	10	GOLD	4		
	Chimaera wing				
EASE OF SCOUTING	3				
SKILLS	58 Dark Knight, 148 Agility Boost				

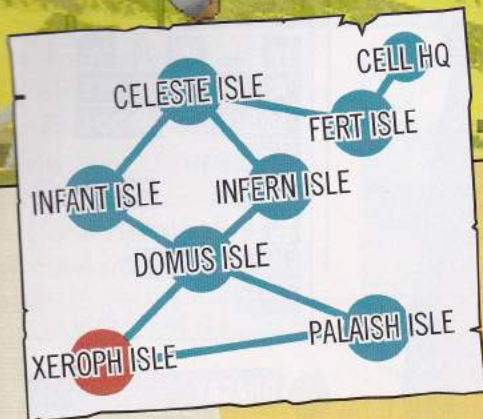
146 LIPS



RANK
F E D C B A S

LV	1	HP	26	MP	7
ATTACK	14	DEFENCE	4		
AGILITY	19	WISDOM	11		
MAGIC	Tongue Lashing				
EXP	18	GOLD	15		
	Cypress staff				
EASE OF SCOUTING	3				
SKILLS	76 Hypnotist, 151 Wisdom Boost				

XEROPH ISLE



DANGER LEVEL

F E D C B A S

SCOUTPOST



DARKONIUM

0 1 2 3

(Receive one after completing Rank C of Battle Arena.)

A bowl-shaped desert island inhabited by a variety of monsters.

XEROPH ISLE

Points of Interest

SCOUTPOST
BATTLE ARENA
SHRINE

Chests

RANDOM X2
DARKONIUM CRYSTAL
SEED OF WISDOM

To Palaish Isle

Shrine

Rare skelegon

Scoutpost

To Domus Isle

Battle Arena

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST
- ★ = SEED OF SKILL
- ⚔ = RIVAL



Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Chimaera wing	Teleports you to the last scoutpost you visited. (Only works outside.)	25
Exodust	Teleports you out of the current tower, cave, or dungeon.	50
Divine dagger	Sword/13	530
Iron lance	Spear/9	310
Woodcutter axe	Axe/14	650
Sludgehammer	Hammer/12	400
Leather whip	Whip/2	380
Cypress staff	Staff/4	150

Monsters

74 HEALSLIME

RANK
F E D C B A S

LV 4 HP 28 MP 255

ATTACK 24 DEFENCE 16

AGILITY 31 WISDOM 45

MAGIC Heal, Fire Breath, Sweet Breath

EXP 18 GOLD 19 

 Medicinal herb

EASE OF SCOUTING 3

SKILLS 59 Healer, 148 Agility Boost

29 KOMODO

RANK
F E D C B A S

LV 3 HP 42 MP 9

ATTACK 35 DEFENCE 20

AGILITY 30 WISDOM 14

MAGIC None

EXP 30 GOLD 25 

 Stone claws

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 142 Attack Boost

37 SKELETON (RARE)

RANK
F E D C B A S

LV 5 HP 128 MP 8

ATTACK 72 DEFENCE 98

AGILITY 32 WISDOM 4

MAGIC Cool Breath, Fire Breath

EXP 183 GOLD 61 

 Zombiesbane

EASE OF SCOUTING 1

SKILLS 37 Crack & Zam, 142 Attack Boost

59 SCORPION

RANK
F E D C B A S

LV 5 HP 32 MP 18

ATTACK 30 DEFENCE 25

AGILITY 34 WISDOM 14

MAGIC Poisonous Poke

EXP 20 GOLD 10 

 Moonwort bulb/*Antidotal herb

EASE OF SCOUTING 2.5

SKILLS 109 Hive Mind, 145 Defence Boost

50 CRABID

RANK
F E D C B A S

LV 4 HP 36 MP 12

ATTACK 34 DEFENCE 44

AGILITY 27 WISDOM 29

MAGIC Defend, Defending Champion

EXP 24 GOLD 15 

 Strong medicine

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 145 Defence Boost

61 CHIMAERA

RANK
F E D C B A S

LV 5 HP 41 MP 25

ATTACK 41 DEFENCE 28

AGILITY 36 WISDOM 44

MAGIC Heal, Fire Breath, Sweet Breath

EXP 36 GOLD 30 

 Chimera wing

EASE OF SCOUTING 2.5

SKILLS 61 Cleanser, 145 Defence Boost

117 DANCING FLAME

RANK
F E D C B A S

LV 5 HP 80 MP 10

ATTACK 38 DEFENCE 25

AGILITY 31 WISDOM 34

MAGIC Flame Slash, Fire Breath

EXP 40 GOLD 26 

 Insulade

EASE OF SCOUTING 2

SKILLS 53 Fire Fighter, 145 Defence Boost

118 FROSTBURN

RANK
F E D C B A S

LV 5 HP 84 MP 16

ATTACK 39 DEFENCE 30

AGILITY 30 WISDOM 12

MAGIC Whack, Cool Breath, Frost Slash

EXP 45 GOLD 26 

 Insulade

EASE OF SCOUTING 2

SKILLS 56, 145 Defence Boost

SPITNIK

RANK
F E D C B A S

LV 4 HP 52 MP 24

ATTACK 46 DEFENCE 20

AGILITY 30 WISDOM 32

MAGIC Dazzleflash

EXP 36 GOLD 41 

 Exodust

EASE OF SCOUTING 2.5

SKILLS 1 Frizz & Bang, 145 Defence Boost

174 FIRESPIRIT

RANK
F E D C B A S

LV 5 HP 24 MP 8

ATTACK 10 DEFENCE 14

AGILITY 22 WISDOM 33

MAGIC Frizz

EXP 26 GOLD 18 

 Medicinal herb/*Seed of magic

EASE OF SCOUTING 3

SKILLS 40 Fire, 145 Defence Boost

176 FUNGHOUL

RANK
F E D C B A S

LV 3 HP 24 MP 16

ATTACK 26 DEFENCE 15

AGILITY 26 WISDOM 18

MAGIC Sweet Breath, Poison Breath

EXP 22 GOLD 21 

 Antidotal herb

EASE OF SCOUTING 3

SKILLS 104 Graveheart, 142 Attack Boost

178 DEMONRIDER

RANK
F E D C B A S

LV 4 HP 42 MP 17

ATTACK 32 DEFENCE 28

AGILITY 41 WISDOM 31

MAGIC Gust Slash, Bomb Slash, Helm Splitter, Poisonous Poke

EXP 36 GOLD 22 

 Divine dagger

EASE OF SCOUTING 2.5

SKILLS 80 Diminisher, 142 Attack Boost

CHECKPOINTS

1 Seeds of Skill

At night, bright objects occasionally appear around the islands. These are seeds of skill that, when used on a monster, give three skill points. These are marked on the maps.



2 Quicksand

Make your way down into the crater and run to the right. Drop into the quicksand to a cave below.



3 Bridges

Knock down the two bridges to get quicker access to the other side of the island.



4 Shrine

After helping the wulfspade through the Northern Cave, explore the north side of the island. When you are ready, enter the temple.



5 Battle Arena

Once you have completed the first shrine, the battle arena opens up on Xeroph Isle. Talk to the masked man in the tent to compete. Refer to page 84 for more information.



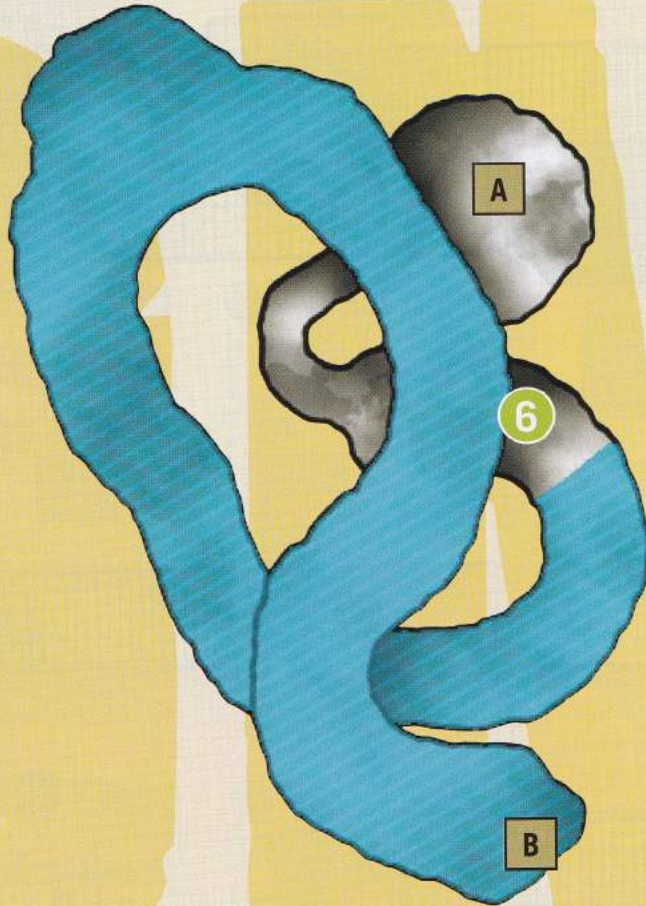
※ G'day battler!
The battle arena's open for business.

NORTHERN CAVE

LEGEND

6 = CHECKPOINT

A = MAP POINT



CHECKPOINTS

6 Fight the Orc

During your first time through the cave, you run into an orc fighting the unusual monster from earlier. Rescue this wulfspade monster by taking out the orc. The hero takes the unconscious monster back to the scoutpost.

Talk to the monster and it joins your team. He wants you to go with him back through the cave.

91 **ORC**

RANK **E** **E** **E** **E** **E** **E** **E** **E**

LV	12	HP	235	MP	9
ATTACK	55	DEFENCE	40		
AGILITY	26	WISDOM	34		

MAGIC Heal, Multislash
 EXP 225 GOLD 300

Sacred spear
 EASE OF SCOUTING --
 SKILLS --

147 **WINKY**

RANK **F** **E** **D** **C** **B** **A** **S**

LV	5	HP	46	MP	7
ATTACK	40	DEFENCE	28		
AGILITY	26	WISDOM	56		

MAGIC Ping/Frizz
 EXP 33 GOLD 23

Magic elixir/*Seed of wisdom
 EASE OF SCOUTING 2.5
 SKILLS 75 Seal, 151 Wisdom Boost

177 **MUDDY HAND**

RANK **F** **E** **D** **C** **B** **A** **S**

LV	6	HP	40	MP	14
ATTACK	37	DEFENCE	26		
AGILITY	9	WISDOM	31		

MAGIC Norie
 EXP 28 GOLD 15

Medicinal herb
 EASE OF SCOUTING 2.5
 SKILLS 110 Materialist, 142 Attack Boost



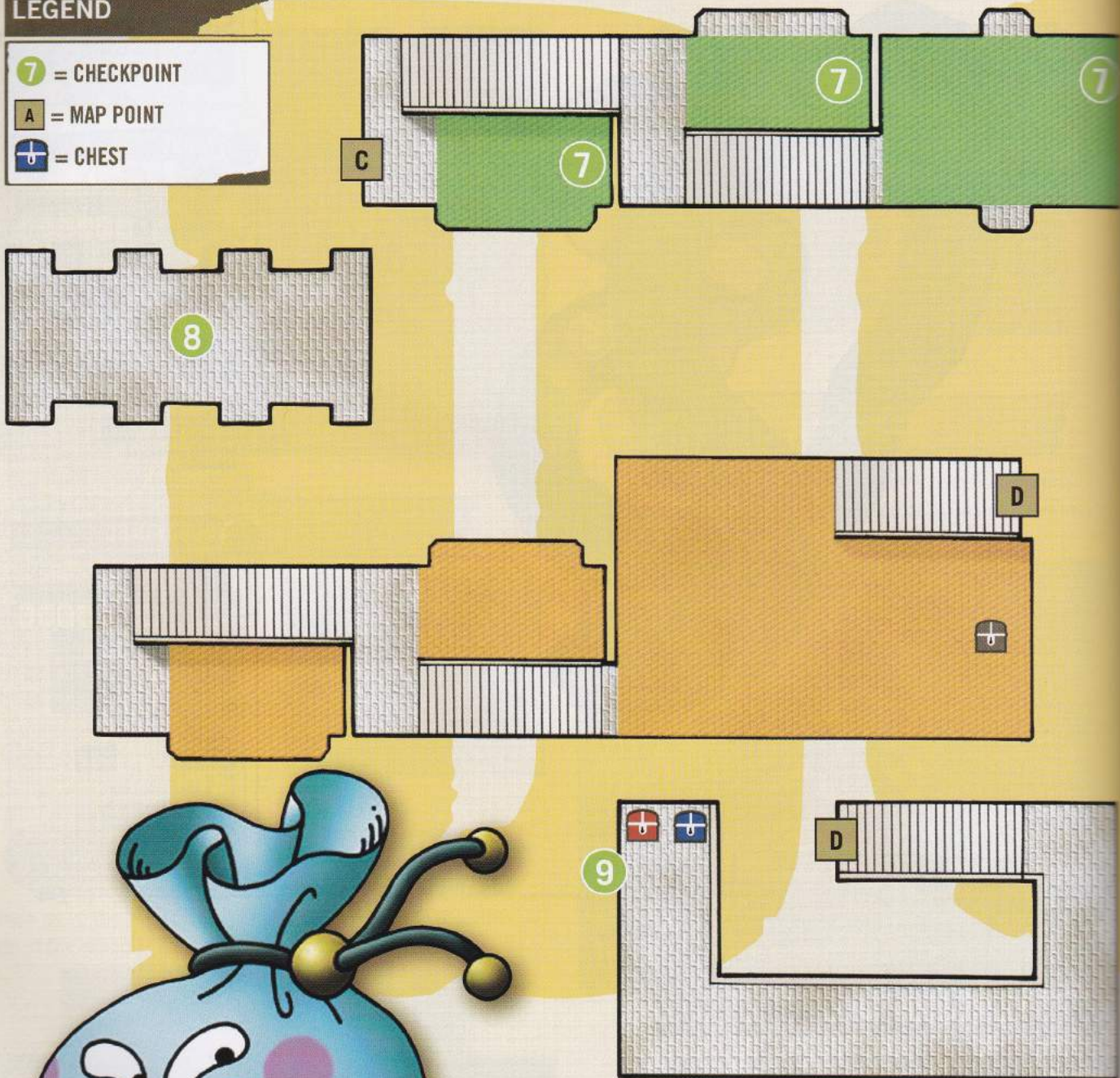
SHRINE

Chests

-  DARKONIUM
-  YGGDRASIL LEAF

LEGEND

-  = CHECKPOINT
-  = MAP POINT
-  = CHEST



BAGOLLAUGHS

Monsters

HAMMERHOOD

					
RANK					
F E D C B A S					
LV	5	HP	44	MP	5
ATTACK	58	DEFENCE	32		
AGILITY	21	WISDOM	12		
MAGIC	Psyche Up				
EXP	37	GOLD	19		
	Sludgehammer				
EASE OF SCOUTING	2.5				
SKILLS	83 Huntsman, 142 Attack Boost				

GOLEM

					
RANK					
F E D C B A S					
LV	18	HP	450	MP	0
ATTACK	85	DEFENCE	36		
AGILITY	10	WISDOM	33		
MAGIC	Psyche Up				
EXP	1860	GOLD	650		
	"How to Zoom"				
EASE OF SCOUTING	--				
SKILLS	--				

DESSERT DEMON

					
RANK					
F E D C B A S					
LV	9	HP	197	MP	26
ATTACK	85	DEFENCE	48		
AGILITY	33	WISDOM	44		
MAGIC	Zing, Bang, Acceleratle				
EXP	220	GOLD	82		
	Seed of strength				
EASE OF SCOUTING	1				
SKILLS	73 Bolsterer, 151 Wisdom Boost				



115 BAG O' LAUGHS

					
RANK					
F E D C B A S					
LV	6	HP	48	MP	11
ATTACK	35	DEFENCE	38		
AGILITY	37	WISDOM	18		
MAGIC	Dazzle, Heal				
EXP	32	GOLD	55		
	Magic elixir				
EASE OF SCOUTING	2.5				
SKILLS	78 Fear-monger, 145 Defence Boost				

149 IMP

					
RANK					
F E D C B A S					
LV	7	HP	44	MP	2
ATTACK	41	DEFENCE	40		
AGILITY	31	WISDOM	37		
MAGIC	Frizz				
EXP	33	GOLD	9		
	Oomph powder				
EASE OF SCOUTING	2.5				
SKILLS	1 Frizz & Bang, 151 Wisdom Boost				

179 MUMMY BOY

					
RANK					
F E D C B A S					
LV	9	HP	57	MP	17
ATTACK	52	DEFENCE	40		
AGILITY	36	WISDOM	28		
MAGIC	None				
EXP	42	GOLD	18		
	Exodust				
EASE OF SCOUTING		2.5			
SKILLS	104 Graveheart, 142 Attack Boost				

1 Markings on Floor

In order to make your way through section A of the shrine, you need to follow the markings on the floor. First go through the door with one circle on the floor before it. This puts you back at the beginning of this section, but now you should go up the steps and enter the door with two green circles before it.



Again, this puts you back at the beginning, but this time you want to go up to the third floor where there are three circles on the floor. Before you enter this door, fight through the mummy boys and grab the item from the brown chest.

8 Dessert Demon

If at any time through this section you go through the wrong door, you go to a room with a dessert demon and imps. Fight your way through to the other side, where you are taken back to the beginning.

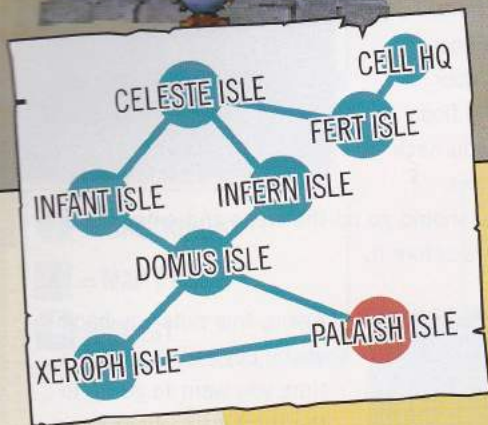


9 First Shrine

Grab the darkonium and Yggdrasil leaf from the chests, then enter the door to reach the Nexus Chamber inside. The first shrine sentinel is a golem. Take him out to receive a copy of "How to Zoom." At this point the wulfspade transforms into a hawkhart. He informs you that there are three more shrines that need to be explored.



PALAISH ISLE



DANGER LEVEL F E D C B A S

SCOUTPOST ☒ **DARKONIUM** 0 1 2 3

Madame Rummy's private island. Come and play in the Old Maid's garden.

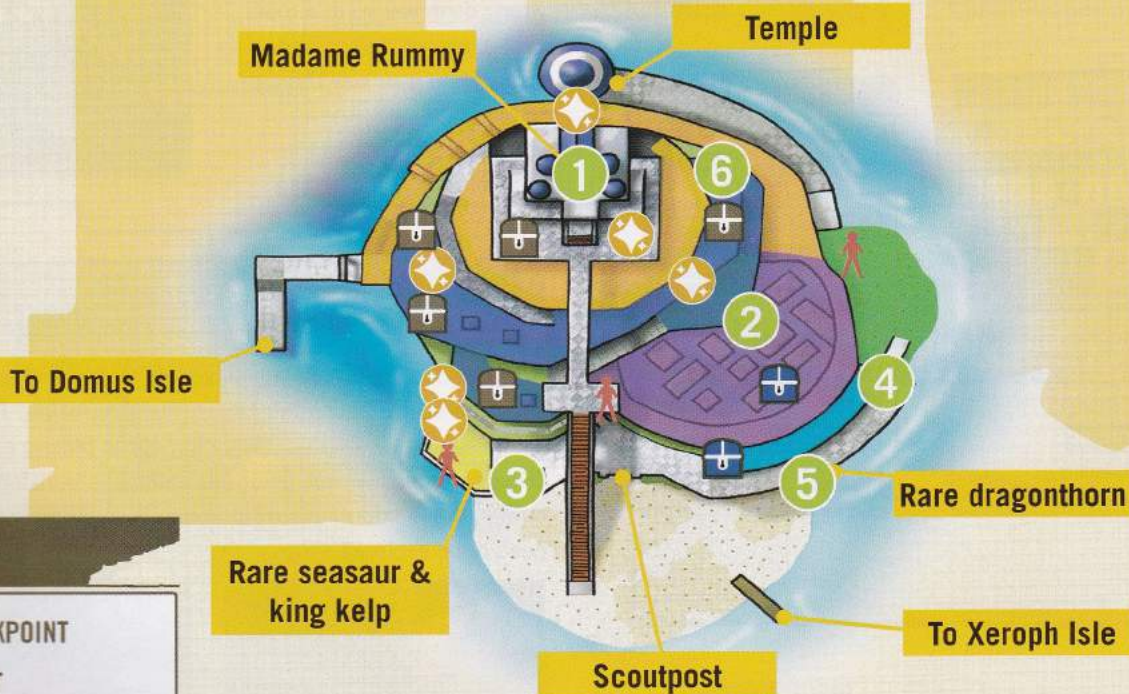
PALAISH ISLE

Points of Interest

SCOUTPOST
MADAME RUMMY
SHRINE

Chests

RANDOM X5
DARKONIUM X2



LEGEND

- 1 = CHECKPOINT
- + = CHEST
- 🌟 = SEED OF SKILL
- 👤 = RIVAL

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Strong medicine	Restores 60 HP to a single ally.	50
Magic elixir	Restores 30 MP to a single ally.	300
Panacea	Cures a single ally of all physical ailments.	550
Exodust	Teleports you out of the current tower, cave, or dungeon.	50
Rapier	Sword/18	840
Pitchfork	Spear/16	780
Thorn whip	Whip/8	1400
Rune staff	Staff/12	730

Monsters

10 SHELL SLIME

 RANK **F E D C B A S**

LV 10 HP 32 MP 15

ATTACK 38 DEFENCE 88

AGILITY 26 WISDOM 12

MAGIC Defend, Buff

EXP 45 GOLD 12 

Medicinal herb/*Seed of defence

EASE OF SCOUTING 2.5

SKILLS 73 Bolsterer, 148 Agility Boost

12 ANGEL SLIME

 RANK **F E D C B A S**

LV 12 HP 64 MP 38

ATTACK 65 DEFENCE 75

AGILITY 63 WISDOM 65

MAGIC Midheal, Insulate

EXP 124 GOLD 41 

Strong medicine

EASE OF SCOUTING 2

SKILLS 59 Healer, 158 Zap Ward

31 DRAGONTHORN (RARE)

 RANK **F E D C B A S**

LV 11 HP 122 MP 12

ATTACK 65 DEFENCE 36

AGILITY 40 WISDOM 31

MAGIC Fire Breath

EXP 88 GOLD 55 

Thorn whip

EASE OF SCOUTING 2

SKILLS 77 Toxifier, 142 Attack Boost

39 SEASAU (RARE)

 RANK **F E D C B A S**

LV 15 HP 260 MP 33

ATTACK 121 DEFENCE 80

AGILITY 64 WISDOM 78

MAGIC Flame Breath, Flame Slash, Chilly Breath, Frost Slash

EXP 334 GOLD 80 

Panacea

EASE OF SCOUTING 1

SKILLS 106 Dragon Lore, 160 Water Ward

50 CAPSICHUM

 RANK **F E D C B A S**

LV 9 HP 55 MP 10

ATTACK 47 DEFENCE 42

AGILITY 42 WISDOM 13

MAGIC Helm Splitter, Sap

EXP 45 GOLD 12 

Rapier

EASE OF SCOUTING 2.5

SKILLS 68 Saboteur, 145 Defence Boost

62 SPIKED HARE

 RANK **F E D C B A S**

LV 8 HP 56 MP 25

ATTACK 52 DEFENCE 48

AGILITY 64 WISDOM 21

MAGIC Psych Up

EXP 50 GOLD 18 

Moonwort bulb

EASE OF SCOUTING 2.5

SKILLS 103 Naturalist, 145 Defence Boost

63 KHALAMARI KID

 RANK **F E D C B A S**

LV 9 HP 52 MP 8

ATTACK 46 DEFENCE 36

AGILITY 43 WISDOM 19

MAGIC None

EXP 43 GOLD 20 

Magic elixir

EASE OF SCOUTING 2.5

SKILLS 98 Aquapothecary, 145 Defence Boost

90 CHAININE

 RANK **F E D C B A S**

LV 9 HP 68 MP 11

ATTACK 60 DEFENCE 61

AGILITY 52 WISDOM 23

MAGIC None

EXP 78 GOLD 23 

Exodust

EASE OF SCOUTING 2

SKILLS 100 Mime, 142 Attack Boost

GOODYBAG

 RANK **F E D C B A S**

LV 8 HP 64 MP 25

ATTACK 38 DEFENCE 56

AGILITY 48 WISDOM 49

MAGIC Sultry Dance, Heal, Kasap

EXP 38 GOLD 165 

Wizard's penny

EASE OF SCOUTING 2.5

SKILLS 67 Enfeebler, 145 Defence Boost

121 KING KELP (RARE)

 RANK **F E D C B A S**

LV 12 HP 64 MP 30

ATTACK 60 DEFENCE 70

AGILITY 53 WISDOM 43

MAGIC Heal, Tap Dance, Poisonous Poke


EXP 65 GOLD 44 

Magic elixir

EASE OF SCOUTING 2

SKILLS 99 All-Rounder, 145 Defence Boost

148 SEE URCHIN


 RANK **F E D C B A S**

LV 9 HP 76 MP 20

ATTACK 54 DEFENCE 50

AGILITY 88 WISDOM 15

MAGIC Blinding Blow

EXP 66 GOLD 20 

Strong medicine

EASE OF SCOUTING 2

SKILLS 98 Aquapothecary, 151 Wisdom Boost

CHECKPOINTS

1 Madame Rummy

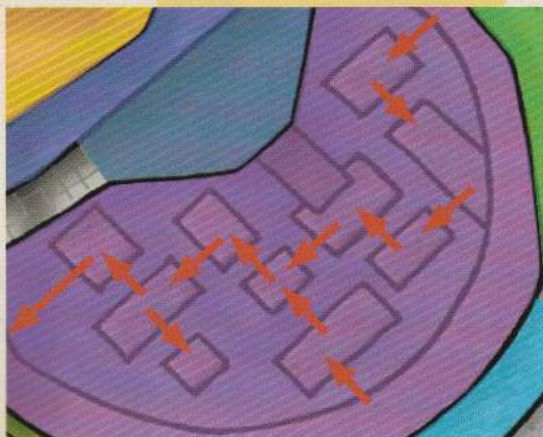
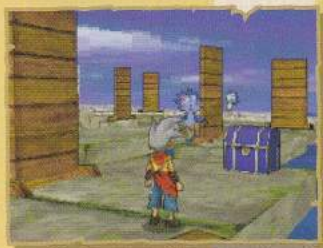
Head up the long staircase into the building and talk to Madame Rummy. She says to visit the man downstairs to get into the garden. If your performance satisfies her, you receive free access to the garden.



Talk to the man to find out about Madame Rummy's Garden Challenge. For more information on the challenge refer to page 90. You will need to get through the winkies and huggies sections to access the complete garden.

2 Bridges to Darkonium

Knock down the bridges one by one to make your way to the outer walkway. Then knock down more bridges toward the center to grab a darkonium crystal.



3 Quick Access to Scoutpost

Knock down the bridge over the pool of water to create a shorter route back to the scoutpost.



4 Shrine

Follow the lower route around to the shrine. Before crossing the beach, make a 180 degree turn to find another darkonium. Continue down the path to the shrine.



5 Dragonthorn Ambush

Watch out for the dragonthorn that appears on your way to the temple. Be sure you are healed before this point.










6 Chainine

A chainine walks up and down this path at night, making it difficult to pass without a fight. Follow it up the path and sneak around, if you don't want to battle.



SHRINE

Chests

-  SPECIAL MEDICINE
-  SEED OF STRENGTH
-  STRONG MEDICINE
-  SNAKESKIN WHIP
-  PHOENIX SCEPTRE
-  YGGDRASIL LEAF
-  DARKONIUM

Level 1: Entrance

To Lv 2

To Lv 1

Level 3: Giant Water Tank

Level 2: Anteroom

To Lv 3

One time green dragon

To Lv 2

To Lv 3

To Lv 2

To Lv 1

To Lv 4

Rare gold golem

To Lv 1

To Lv 1

To Lv 2

To Lv 3

Level 4: Nexus Chamber

Monsters

02 BUBBLE SLIME



RANK
F E D C B A S

LV	12	HP	70	MP	15
ATTACK	56	DEFENCE	52		
AGILITY	63	WISDOM	37		

SPELLS Poisonous Poke
EXP 61 GOLD 12

Antidotal herb
EASE OF SCOUTING 2
SKILLS 102 Slimer, 148 Agility Boost

36 GREEN DRAGON (ONE CHANCE)



RANK
F E D C B A S

LV	16	HP	265	MP	48
ATTACK	138	DEFENCE	93		
AGILITY	76	WISDOM	45		

MAGIC Flame Breath
EXP 422 GOLD 100

Dragonsbane
EASE OF SCOUTING 1
SKILLS 106 Dragon Lore, 142 Attack Boost

64 JAILCAT



RANK
F E D C B A S

LV	12	HP	80	MP	20
ATTACK	65	DEFENCE	58		
AGILITY	60	WISDOM	24		

MAGIC Crack
EXP 77 GOLD 18

Strong medicine
EASE OF SCOUTING 2
SKILLS 25 Woosh & Crack, 145 Defence Boost

89 FENCING FOX



RANK
F E D C B A S

LV	12	HP	107	MP	30
ATTACK	82	DEFENCE	66		
AGILITY	93	WISDOM	44		

MAGIC Kafizzle, Heal, Mercuria Thrust, Sag
EXP 84 GOLD 28

Rapier
EASE OF SCOUTING 2
SKILLS 81 Guerrilla, 142 Attack Boost

105 MOOSIFER



RANK
F E D C B A S

LV	35	HP	812	MP	100
ATTACK	145	DEFENCE	56		
AGILITY	82	WISDOM	35		

MAGIC Boom, War Cry, Psyche Up, Frost Slash
EXP 3016 GOLD 478

"The Joy of Evac"
EASE OF SCOUTING --
SKILLS --

122 WAX MURDERER



RANK
F E D C B A S

LV	12	HP	72	MP	28
ATTACK	64	DEFENCE	60		
AGILITY	70	WISDOM	26		

MAGIC Frizz, Fire Breath
EXP 74 GOLD 19

Copper sword
EASE OF SCOUTING 2
SKILLS 53 Fire Fighter, 145 Defence Boost

123 CANNIBOX



RANK
F E D C B A S

LV	13	HP	132	MP	12
ATTACK	105	DEFENCE	72		
AGILITY	73	WISDOM	19		

MAGIC Venom Breath, Whack
EXP 109 GOLD 30

Seed of strength
EASE OF SCOUTING 2
SKILLS 78 Fear-monger, 145 Defence Boost

126 GOLD GOLEM (RARE)



RANK
F E D C B A S

LV	17	HP	350	MP	15
ATTACK	93	DEFENCE	84		
AGILITY	60	WISDOM	36		

MAGIC Psyche Up
EXP 128 GOLD 503

Gold nugget
EASE OF SCOUTING 1
SKILLS 51 Iception Slashes, 145 Defence Boost

148 SEE URCHIN



RANK
F E D C B A S

LV	9	HP	76	MP	20
ATTACK	54	DEFENCE	50		
AGILITY	88	WISDOM	15		

MAGIC Blinding Blow
EXP 66 GOLD 20

Strong medicine
EASE OF SCOUTING 2
SKILLS 98 Aquapothecary, 151 Wisdom Boost

150 LUMP WIZARD



RANK
F E D C B A S

LV	11	HP	55	MP	255
ATTACK	55	DEFENCE	48		
AGILITY	72	WISDOM	90		

MAGIC Woosh, Kaping, Kadim, Zing, Snooze
EXP 71 GOLD 30

Rune staff
EASE OF SCOUTING 2.5
SKILLS 13 Bang & Woosh, 156 Woosh Ward

180 SKIPPER



RANK
F E D C B A S

LV	12	HP	44	MP	18
ATTACK	68	DEFENCE	98		
AGILITY	80	WISDOM	19		

MAGIC Dodgy Dance, Sultry Dance
EXP 90 GOLD 38

Seed of skill
EASE OF SCOUTING 2.5
SKILLS 68 Saboteur, 142 Attack Boost



SKIPPER

CHECKPOINTS

1 Switches

On each floor there are switches that take you to the different levels. Red takes you to level 1, blue to 2, green to 3, and yellow to 4. Start by touching the red switch to go to level 2.



8 Bubble Slime

As you approach the two brown chests, and after going up the steps, a bubble slime drops down on you. Be prepared for the fight.



9 Green Dragon

A green dragon guards two red chests on the north side of the third level. This is a one time monster. So, if you want to scout it, you may have to wait until later when you are strong enough to impress it. If you defeat the green dragon, it doesn't reappear.



10 Another Nexus Chamber

Follow the hall around past a couple fencing foxes until you reach a big door. Grab a darkonium crystal and an Yggdrasil leaf from the chests and enter the chamber.

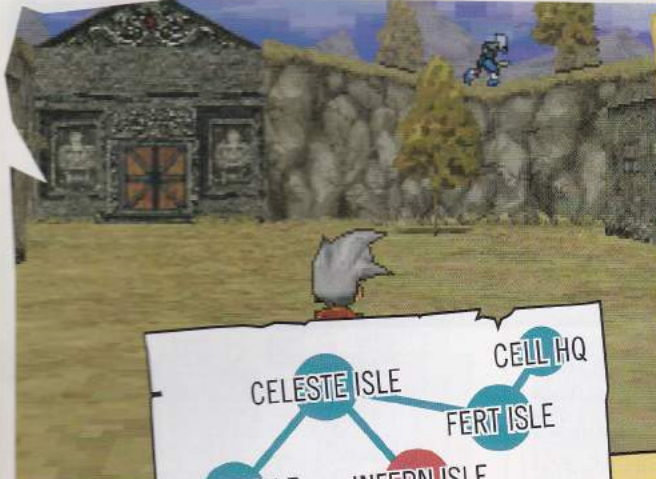


The sentinel guarding this shrine is a moosifer. It is a hard hitting beast with plenty of hit points. Make sure you have plenty of healing items in hand.

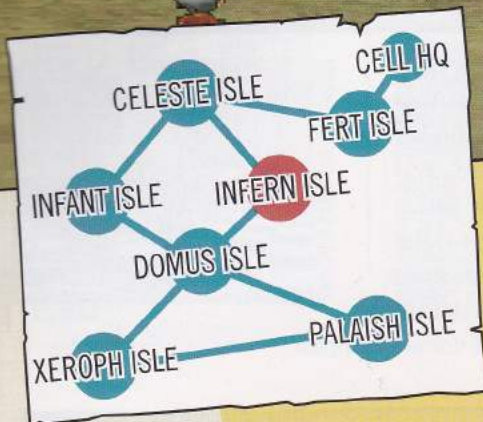


Defeat the moosifer to get a copy of 'The Joy of Evac.' After the hawkhart transforms into a cluboon, head back to Domus Isle.

Wulfy Cluboon		Rank ???	
Lv: 17	HP: 137 / 137	MP: 48 / 50	
Attributes			
Attack:	120	Defence:	120
Agility:	120	Wisdom:	120
Equipment		Rapier	
Skills		Wulfspade Agility Boost	
Exp: 11458		Next Lv: 1501	



INFERN ISLE



DANGER LEVEL F E D C B A S

SCOUTPOST [Progress bar]

DARKONIUM 0 1 2 3

They say a terrible catastrophe once befell this island. Beware of zombies.

INFERN ISLE

Points of Interest

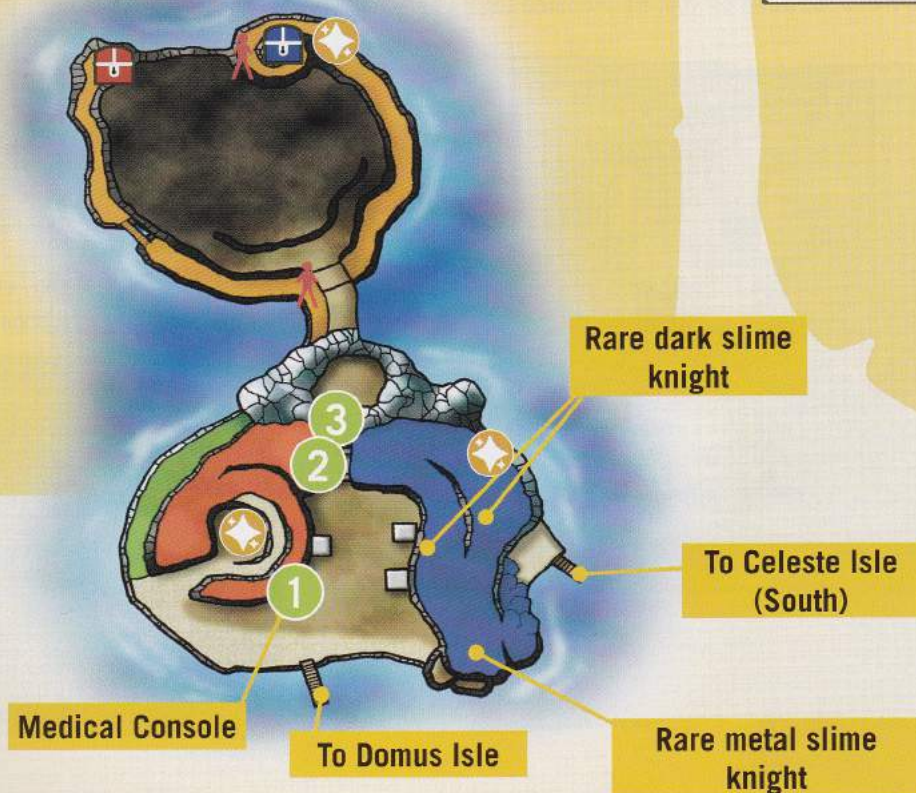
MEDICAL CONSOLE
HOUSES
MYSTERIOUS DOOR

Chests

SEED OF MAGIC
DARKONIUM

LEGEND

- ① = CHECKPOINT
- ⊕ = CHEST
- ★ = SEED OF SKILL
- 👤 = RIVAL



Monsters

12 METAL SLIME KNIGHT (RARE)

RANK FEDCBAS

LV	12	HP	70	MP	25
ATTACK	109	DEFENCE	99		
AGILITY	100	WISDOM	64		

MAGIC Heal, Multislash, Helm Splitter

EXP 106 GOLD 26

Copper sword

EASE OF SCOUTING 2

SKILLS 52 Darklight Slashes, 148 Agility Boost

20 DARK SLIME KNIGHT (RARE)

RANK FEDCBAS

LV	14	HP	92	MP	25
ATTACK	116	DEFENCE	73		
AGILITY	100	WISDOM	49		

MAGIC Shade Slash, Zam

EXP 108 GOLD 33

Iron axe

EASE OF SCOUTING 1

SKILLS 58 Dark Knight, 148 Agility Boost

182 FLYGUY

RANK FEDCBAS

LV	14	HP	80	MP	23
ATTACK	75	DEFENCE	64		
AGILITY	69	WISDOM	26		

MAGIC Kafizzle

EXP 88 GOLD 14

Antimagic powder/*Seed of agility

EASE OF SCOUTING 2

SKILLS 75 Seal, 169 Drain Magic Ward

13 SKELETON

RANK FEDCBAS

LV	13	HP	87	MP	18
ATTACK	90	DEFENCE	60		
AGILITY	78	WISDOM	23		

MAGIC Weakening Wallop, Stupefying Strike

EXP 94 GOLD 20

Chimera wing/*Divine dagger

EASE OF SCOUTING 2

SKILLS 67 Enfeebler, 142 Attack Boost

184 WALKING CORPSE

RANK FEDCBAS

LV	13	HP	174	MP	14
ATTACK	68	DEFENCE	32		
AGILITY	42	WISDOM	19		

MAGIC Poisonous Poke, Poison Breath

EXP 102 GOLD 9

Antidotal herb

EASE OF SCOUTING 1.5

SKILLS 79 Bad Breath, 142 Attack Boost



CHECKPOINTS

1 Medical Console

Infern Isle does not have a scoutpost, but you can heal your monsters at the medical console. Return here when you get into trouble.



2 Bridge

If you haven't completed the second shrine, a guard stops you from crossing this bridge. Once the guard is gone, you can cross this bridge to get to the east side where the jetty to Celeste Isle is.

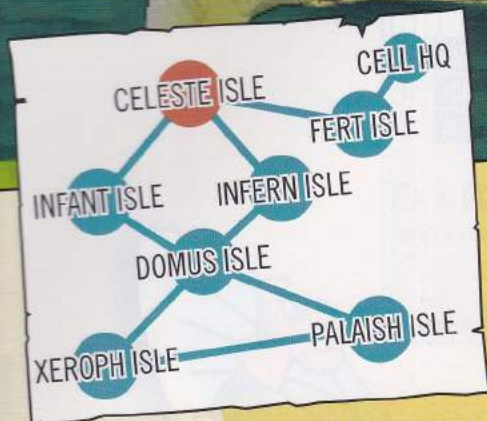


3 Mysterious Door

Inside this structure, there is a door blocking your way inside the mountain. What could be on the other side?



CELESTE ISLE



DANGER LEVEL (SOUTH)

F E D C B A S

DANGER LEVEL (NORTH)

F E D C B A S

SCOUTPOST



DARKONIUM

0 1 2 3

South: The mighty ruins that tower over this island imbue it with an air of ancient mystery.
North: The northern half of the island, divided from the south by towering ruins.

NORTH AND SOUTH

Points of Interest

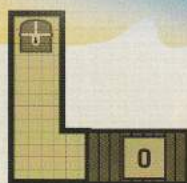
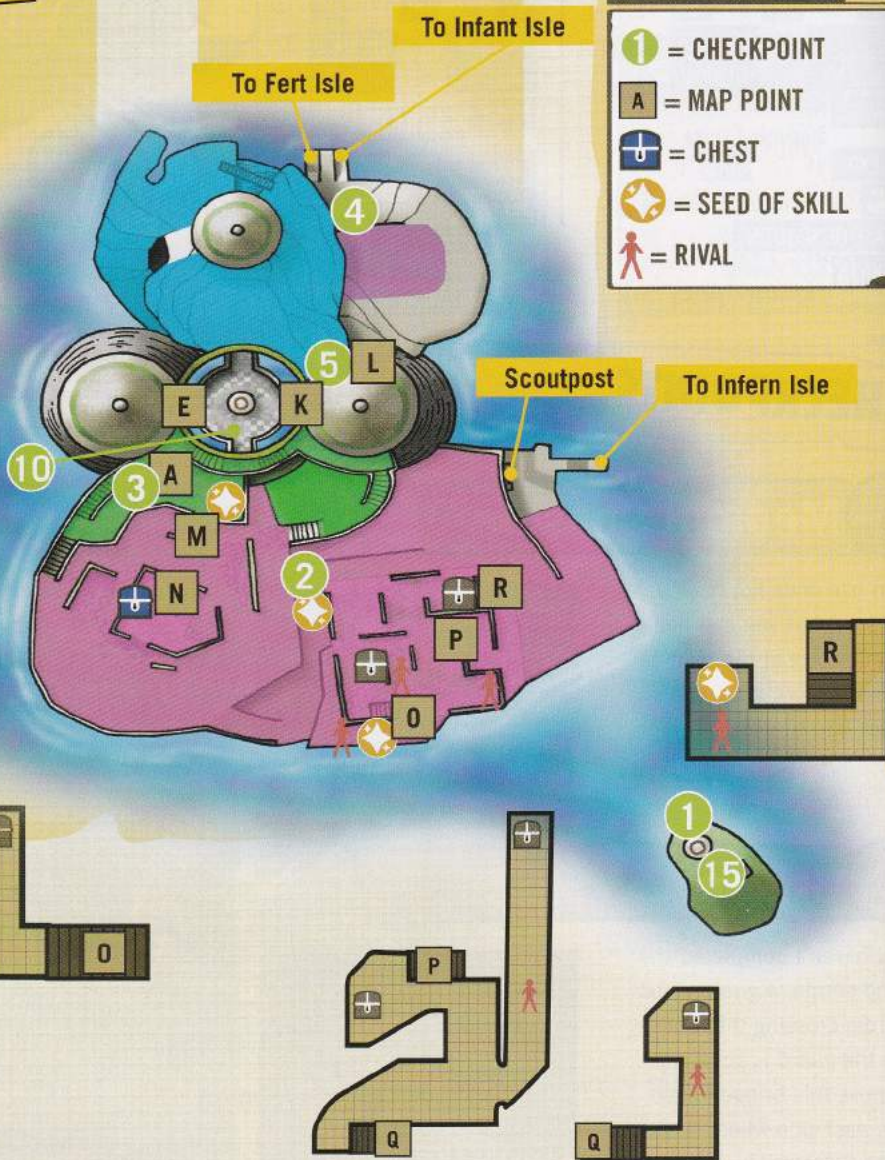
SCOUTPOST
TEMPLE ENTRANCE
MEDICAL CONSOLE (NORTH)
SHRINE

Chests

ELFIN ELIXIR
YGGDRASIL LEAF
DARKONIUM X2
JUMBO INSULADE (NORTH)

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST
- 🌟 = SEED OF SKILL
- 👤 = RIVAL



Monsters

METAL SLIME (RARE)



RANK		
F	E	D
C	B	A
S		

LV 1 HP 3 MP 255

ATTACK 22 DEFENCE 999

AGILITY 255 WISDOM 100

MAGIC Frizz

EXP 3072 GOLD 10

Speed of agility/*Seed of defence

EASE OF SCOUTING 0.5

SKILLS 102 Slimer, 148 Agility Boost

33 NARDRAGON



RANK		
F	E	D
C	B	A
S		

LV 16 HP 104 MP 20

ATTACK 104 DEFENCE 80

AGILITY 101 WISDOM 29

MAGIC Body Slam

EXP 128 GOLD 26

Dragonsbane

EASE OF SCOUTING 2

SKILLS 93 Martyr, 142 Attack Boost

65 GREAT SABRECUB



RANK		
F	E	D
C	B	A
S		

LV 13 HP 97 MP 15

ATTACK 84 DEFENCE 86

AGILITY 116 WISDOM 7

MAGIC Sandstorm, Mercurial Thrust

EXP 128 GOLD 18

Stone claws

EASE OF SCOUTING 2

SKILLS 103 Naturalist, 145 Defence Boost

70 GREAT SABRECAT



RANK		
F	E	D
C	B	A
S		

LV 15 HP 266 MP 15

ATTACK 153 DEFENCE 98

AGILITY 148 WISDOM 23

MAGIC Mercurial Thrust, War Cry

EXP 281 GOLD 38

Iron claws

EASE OF SCOUTING 1

SKILLS 64 Speedster, 145 Defence Boost

NIGHT EMPEROR



RANK		
F	E	D
C	B	A
S		

LV 17 HP 137 MP 96

ATTACK 124 DEFENCE 86

AGILITY 123 WISDOM 125

MAGIC Kasap, Oomphle, Kasnooze

EXP 142 GOLD 102

"Positive Puller"

EASE OF SCOUTING 2

SKILLS 79 Bad Breath, 151 Wisdom Boost

98 GARGOYLE



RANK		
F	E	D
C	B	A
S		

LV 18 HP 110 MP 32

ATTACK 140 DEFENCE 105

AGILITY 155 WISDOM 65

MAGIC Gust Slash, Multislash, Kasap, Oomph, Mercurial Thrust

EXP 155 GOLD 39

Steel broadsword/*Seed of wisdom

EASE OF SCOUTING 1.5

SKILLS 107, 142 Attack Boost

127 MECHA-MYNAH



RANK		
F	E	D
C	B	A
S		

LV 15 HP 55 MP 16

ATTACK 82 DEFENCE 147

AGILITY 91 WISDOM 35

MAGIC Acceleratle

EXP 125 GOLD 35

Chimera wing

EASE OF SCOUTING 2

SKILLS 107, 145 Defence Boost

130 HUNTER MECH



RANK		
F	E	D
C	B	A
S		

LV 15 HP 76 MP 30

ATTACK 107 DEFENCE 125

AGILITY 126 WISDOM 63

MAGIC Baffling Bonk, Venemous Volley, Blinding Blow

EXP 136 GOLD 55

Oomph powder/*Obsidian sword

EASE OF SCOUTING 2

SKILLS 72 Anti-metal, 145 Defence Boost

DANCING DEVIL



RANK		
F	E	D
C	B	A
S		

LV 18 HP 108 MP 14

ATTACK 106 DEFENCE 98

AGILITY 104 WISDOM 45

MAGIC Weird Dance, Sultry Dance, Heal

EXP 140 GOLD 40

Magic elixir

EASE OF SCOUTING 2

SKILLS 89 Dancer, 172 Ban Dance Ward

154 HEADHUNTER



RANK		
F	E	D
C	B	A
S		

LV 16 HP 134 MP 25

ATTACK 105 DEFENCE 75

AGILITY 100 WISDOM 21

MAGIC None

EXP 133 GOLD 20

Iron axe

EASE OF SCOUTING 2

SKILLS 92 Berserker, 142 Attack Boost

155 LESSER DEMON



RANK		
F	E	D
C	B	A
S		

LV 17 HP 112 MP 38

ATTACK 110 DEFENCE 90

AGILITY 104 WISDOM 77

MAGIC Dazzleflash, Bemusing Breath, Midheal, Frizzle

EXP 137 GOLD 35

Sage's elixir

EASE OF SCOUTING 2

SKILLS 105 Diabolist, 173 Confusion Ward

185 RESTLESS ARMOUR



RANK		
F	E	D
C	B	A
S		

LV 17 HP 132 MP 255

ATTACK 114 DEFENCE 114

AGILITY 69 WISDOM 71

MAGIC Midheal, Hatchet Man

EXP 160 GOLD 62

Steel broadsword/*Seed of defence

EASE OF SCOUTING 1.5

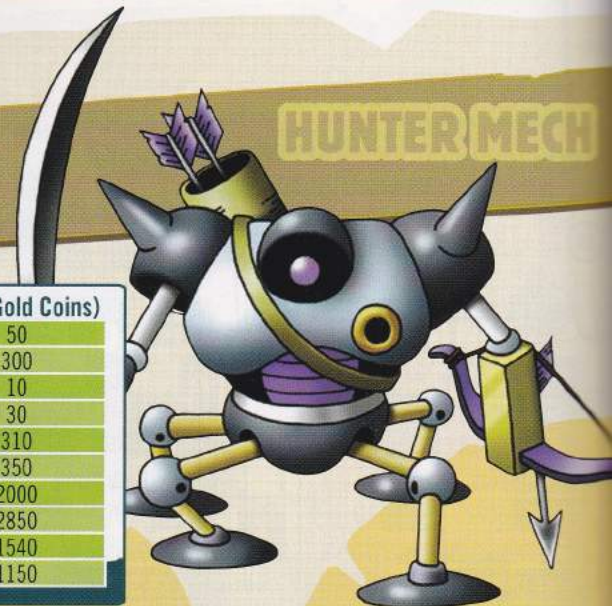
SKILLS 71 Anti-dragon, 142 Attack Boost

Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Strong medicine	Restores 60 HP to a single ally.	50
Magic elixir	Restores 30 MP to a single ally.	300
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Wizard's penny	Increases one ally's resistance to enemy magic.	310
Insulade	Increases one ally's resistance to fire and ice breath attacks.	350
Steel broadsword	Sword/30	2000
Holy lance	Spear/34	2850
Iron hammer	Hammer/24	1540
Iron claws	Claws/19	1150

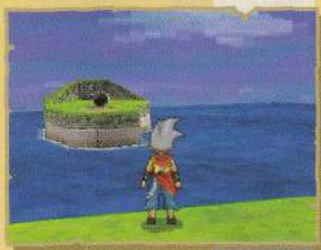
HUNTER MECH



CHECKPOINTS

1 Little Island

You can see a small island a short ways out from shore. Don't worry, you will get there soon enough. Use the map in this section to find the chests and seeds of skill as you make your way across the mainland.



2 Hunter Mechs

A hunter mech guards the bridge to the other side of the island. Another hunter mech guards a ramp up to the red chest. Watch out for the ones patrolling the steps. It is difficult to get around them without fighting. Watch its pattern to try and find a way around.



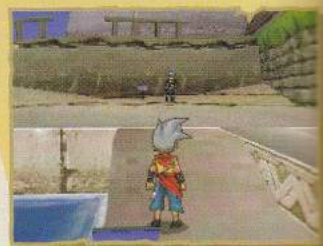
3 Temple Entrance

After you have explored the island thoroughly, enter the temple at this point.



4 Medical Console

When you return to Celeste Isle from Infant Isle, you arrive on the north side of Celeste Isle. Use the medical console when you need healing while you are on the north side.



5 Back Entrance to Temple

In order to complete the temples and get to the shrine, you have to enter the Temple of the Moon from this back entrance.



THE TEMPLES

LEGEND

1 = CHECKPOINT

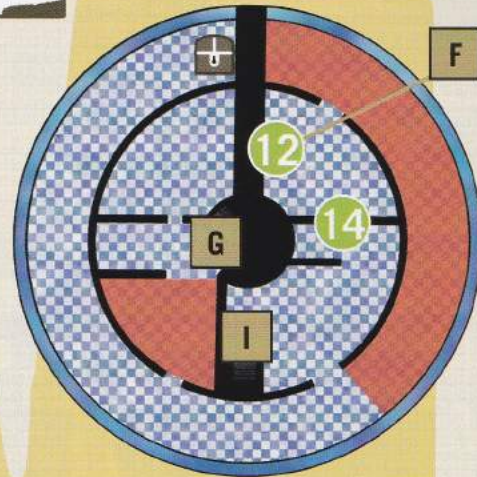
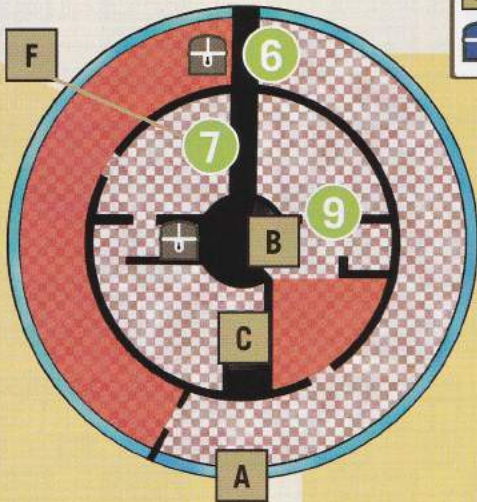
A = MAP POINT

⊕ = CHEST

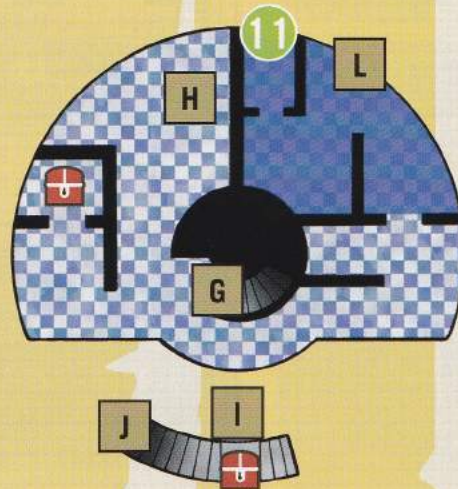
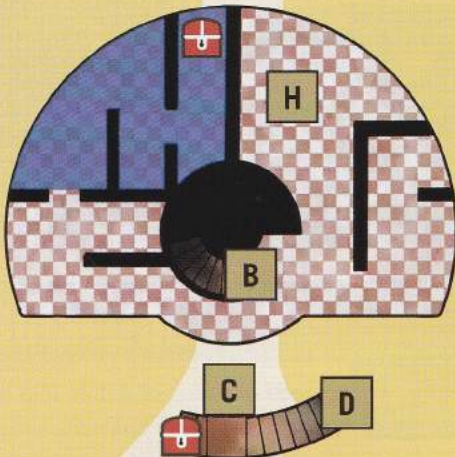
Chests

- ⊕ RANDOM X3
- ⊕ SEED OF WISDOM
- ⊕ ELFIN ELIXIR
- ⊕ SEED OF AGILITY
- ⊕ YGGDRASIL DEW

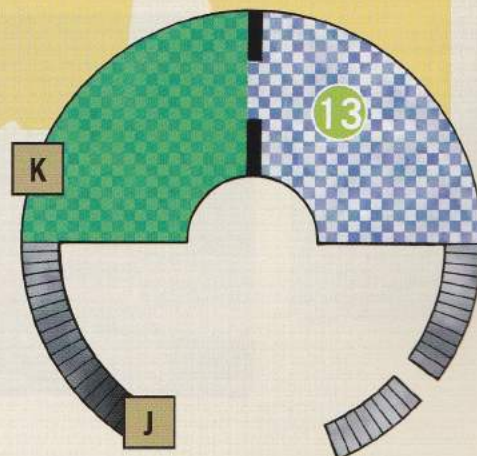
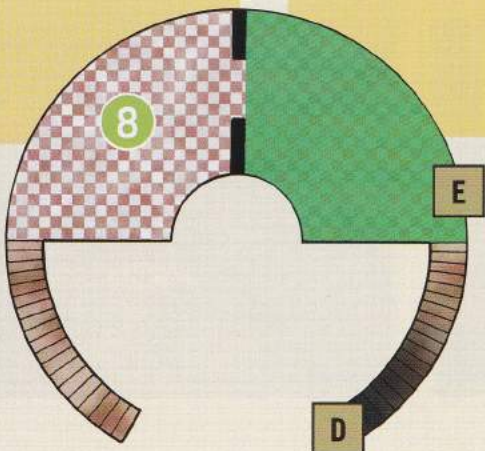
1F



2F



3F



Monsters

41 HACKSAURUS

	  
RANK	F E D C B A S
LV 18	HP 148 MP 30
ATTACK 143	DEFENCE 98
AGILITY 03	WISDOM 30
MAGIC	Thunderbolt Slash, Hatchet Man
EXP 257	GOLD 85
	Headman's axe
EASE OF SCOUTING	1.5
SKILLS	106 Dragon Lore, 142 Attack Boost

50 GREAT DRAGON

	  
RANK	F E D C B A S
LV 28	HP 1156 MP 64
ATTACK 187	DEFENCE 84
AGILITY 110	WISDOM 58
MAGIC	Burning Breath, Cold Blizzard, Inferno
EXP 4620	GOLD 1050
	"Whistling for Dummies"
EASE OF SCOUTING	--
SKILLS	--

101 NOTSO MACHO

	  
RANK	F E D C B A S
LV 17	HP 220 MP 255
ATTACK 128	DEFENCE 83
AGILITY 88	WISDOM 31
MAGIC	Sandstorm, Boulder Bash
EXP 205	GOLD 52
	Silver broadsword
EASE OF SCOUTING	1.5
SKILLS	92 Berserker, 142 Attack Boost

155 LESSER DEMON

	  
RANK	F E D C B A S
LV 17	HP 112 MP 38
ATTACK 110	DEFENCE 90
AGILITY 104	WISDOM 77
MAGIC	Dazzleflash, Bemusing Breath, Midheal, Frizzle
EXP 137	GOLD 35
	Sage's elixir
EASE OF SCOUTING	2
SKILLS	105 Diabolist, 173 Confusion Ward

156 GRYPHON

	  
RANK	F E D C B A S
LV 19	HP 126 MP 30
ATTACK 131	DEFENCE 87
AGILITY 11	WISDOM 63
MAGIC	Kafizzle, Heal, Mercurial Thrust, Sag
EXP 162	GOLD 37
	Antimagic powder
EASE OF SCOUTING	2
SKILLS	69 Antimagic, 169 Drain Magic Ward

159 WRECKTOR

	  
RANK	F E D C B A S
LV 17	HP 112 MP 61
ATTACK 103	DEFENCE 85
AGILITY 97	WISDOM 109
MAGIC	Kazing, Swish, Frizzle
EXP 141	GOLD 60
	Wizard's penny/*Miracle mallet
EASE OF SCOUTING	2
SKILLS	13 Bang & Woosh, 151 Wisdom Boost

181 PHANTOM FENCER

	  
RANK	F E D C B A S
LV 16	HP 100 MP 35
ATTACK 121	DEFENCE 80
AGILITY 60	WISDOM 71
MAGIC	Lightning Slash, Shade Slash, Stupefying Strike, Slowing Slug, Fuddle Dance
EXP 147	GOLD 53
	Zombiesbane
EASE OF SCOUTING	2
SKILLS	55 Wind Blower, 142 Attack Boost

185 RESTLESS ARMOUR

	  
RANK	F E D C B A S
LV 18	HP 132 MP 255
ATTACK 114	DEFENCE 114
AGILITY 69	WISDOM 71
MAGIC	Midheal, Hatchet Man
EXP 160	GOLD 62
	Steel broadsword
EASE OF SCOUTING	1.5
SKILLS	71 Anti-dragon, 142 Attack Boost

188 SKELETON SOLDIER

	  
RANK	F E D C B A S
LV 17	HP 130 MP 35
ATTACK 120	DEFENCE 115
AGILITY 116	WISDOM 84
MAGIC	Midheal, Buff
EXP 171	GOLD 21
	Sage's elixir
EASE OF SCOUTING	1.5
SKILLS	59 Healer, 142 Attack Boost

CHECKPOINTS

6 Red Button

Press this red button to open two gates. Follow the perimeter around to find a brown chest, then enter the other open gate and go up the steps. Watch out for the lesser demons—their confuse spell can be nasty.



1 Mirror

Examine the mirror in the corner on the second floor. It tells you to get to the little island. Select "yes" to warp to the second floor of the Temple of the Moon.

Head down the steps to the first floor, around the perimeter and up the other set of stairs all the way to the third floor. Go out the door on the left into the courtyard. Cross over to the opposite door and enter the Temple of the Sun.



8 The Lever

Go through the open gate to find a lever. Pull that lever to open a door on the first floor. Follow the light path down the steps to this door.



9 Solar Tablet

Step on the foot switch to open the door. Grab the solar tablet that sits on the altar and follow the light path back up to the third floor. Go out the door on the right to the courtyard and place the tablet on the first altar.



10 Challenge Commissioner Snap

After the solar tablet has been placed, Black Jacques gives you a new mission: Challenge Commissioner Snap. Use the Great Looking Glass to leave the ruins and head for Domus Isle. Refer to the section on challenging Commissioner Snap on page 54 for more information.



11 Blue Button

Press the blue button that is guarded by a phantom fencer to open the gate. Take the steps down to the first floor and move all the way around to the upper right of this floor.



12 Mirror

Examine the mirror to warp to the Temple of the Sun. Go up to the third floor and go out into the courtyard. Cut across to the Temple of the Moon.



13 Second Lever

Go into the far room and use the lever to open a door below. Again, follow the path of lights to a switch on the floor.



The Green Bay Archipelago
CELL HQ
Domus Isle
Infant Isle
Keraph Isle
Palatash Isle
Infern Isle
Celeste Isle
Fert Isle
Uncharted Islands
Monster Scout Challenge Finals

14 Lunar Tablet

Step on the switch to open the door and grab the lunar tablet that sits on an altar. Follow the light path back up to the third floor and exit out to the courtyard. Place this tablet on the other altar. At this point you are transported to the small island.



15 Third Shrine

Grab the Yggdrasil leaf and darkonium from the chests, then go through the door to face another shrine sentinel. The great dragon is another tough fight for your team. Be ready with plenty of healing items.



Defeat the great dragon to receive a copy of "Whistling for Dummies." The cluboon transforms into diamagon. Use the mirror to return to the main island. Head out the north door to the jetty and take the left scooter to Fert Isle.



CHALLENGE COMMISSIONER SNAP

After you place the solar tablet on the altar at the Celeste Isles temples, you are ordered to challenge Commissioner Snap. Go to his office on Domus isle and talk to the lady outside his door.

You and the Commissioner head to the battle arena on Xeroph Isle. Here you fight Dr Snap in four straight battles—the same format that will be used in the finals. The following tables show the four teams that he uses.



*: It's a young scout, sir. He says he'd like to challenge you to a battle.



Mr Lump

Treefo

Mr Murk

ROUND 1

ROUND 2

ROUND 3

ROUND 4

SLIME

LV 11 HP 52 MP 27

ATTACK 62 DEFENCE 14

AGILITY 117 WISDOM 42

MAGIC Kaping, Frizzle, Zam

LUMP WIZARD

LV 16 HP 112 MP 48

ATTACK 99 DEFENCE 46

AGILITY 86 WISDOM 66

MAGIC Woosh, Heal, Frizzle

RESTLESS ARMOUR

LV 21 HP 186 MP 66

ATTACK 162 DEFENCE 113

AGILITY 99 WISDOM 115

MAGIC Kasap

LIVING STATUE

LV 32 HP 346 MP 22

ATTACK 182 DEFENCE 132

AGILITY 5 WISDOM 68

MAGIC Defend, Defending Champion

SCISSOR BEATLE

LV 10 HP 114 MP 18

ATTACK 122 DEFENCE 22

AGILITY 65 WISDOM 20

MAGIC Chilly Breath

TREEFACE

LV 14 HP 248 MP 0

ATTACK 115 DEFENCE 98

AGILITY 32 WISDOM 12

MAGIC Psyche Up

MECHAN-O'-WYRM

LV 21 HP 264 MP 10

ATTACK 136 DEFENCE 82

AGILITY 64 WISDOM 65

MAGIC Flame Breath, War Cry, Psyche Up

GIGANTES

LV 29 HP 388 MP 50

ATTACK 215 DEFENCE 87

AGILITY 144 WISDOM 123

MAGIC Body Slam

METAL SLIME KNIGHT

LV 8 HP 88 MP 23

ATTACK 94 DEFENCE 76

AGILITY 44 WISDOM 33

MAGIC Oomph, Boom

DARK SLIME KNIGHT

LV 16 HP 193 MP 0

ATTACK 126 DEFENCE 68

AGILITY 124 WISDOM 47

MAGIC Psyche Up

BEETLEBULLY

LV 18 HP 332 MP 36

ATTACK 148 DEFENCE 67

AGILITY 116 WISDOM 36

MAGIC Swoosh

BLACK DRAGON

LV 33 HP 546 MP 16

ATTACK 240 DEFENCE 95

AGILITY 66 WISDOM 212

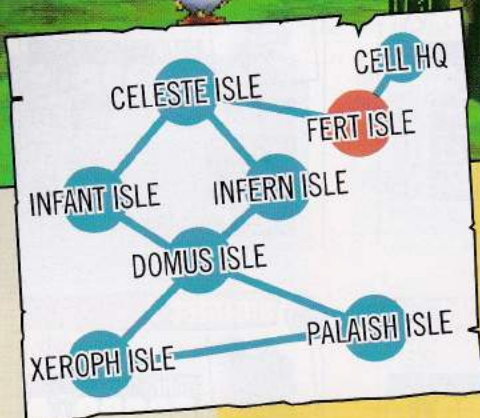
MAGIC Venom Breath, Bemusing Breath, Burning Breath

After the battle, you and Dr Snap head back to Domus Isle. At this point the bridge to the west side of Infant Isle has been opened. Head there, and use the sea scooter to access Deleste Isle (North).





FERT ISLE



DANGER LEVEL

F E D C B A S

SCOUTPOST



DARKONIUM

0 1 2 3

A jungle island thick with trees and vines. Powerful monsters lurk here.

FERT ISLE

Points of Interest

SCOUTPOST
SHRINE

Chests

- SEED OF LIFE
- SPECIAL MEDICINE
- DARKONIUM X2

Lower Level

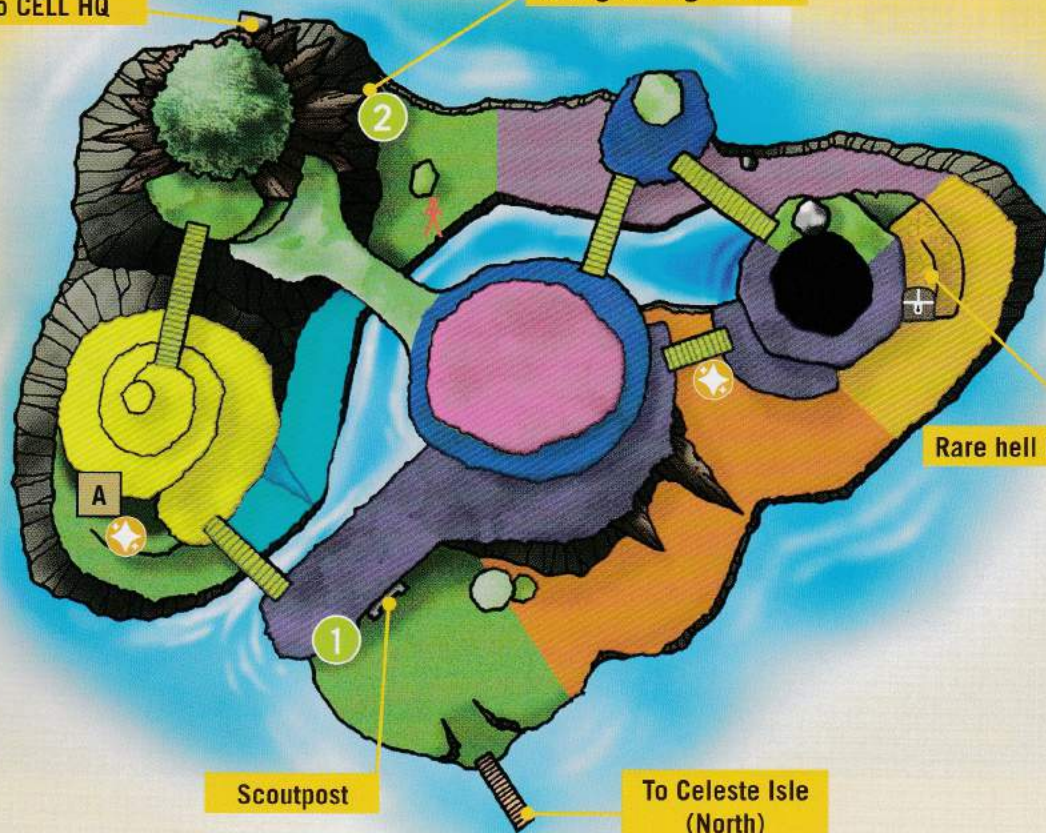
To CELL HQ

Rare great argon lizard

Rare hell hornet

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST
- ★ = SEED OF SKILL
- 👤 = RIVAL



Scoutpost

To Celeste Isle
(North)

Upper Level



LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST
- * = SEED OF SKILL
- Red stick figure = RIVAL

Monsters

Scoutpost

08 WILD SLIME (RARE)

 RANK **F E D C B A S**

LV 18 HP 148 MP 30

ATTACK 165 DEFENCE 136

AGILITY 148 WISDOM 66

MAGIC War Cry, Psych Up (2 Levels)

EXP 293 GOLD 30

Iron claws

EASE OF SCOUTING 1.5

SKILLS 62 Champion, 148 Agility Boost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Strong medicine	Restores 60 HP to a single ally.	50
Multi medicine	Restores 30 HP to all allies	600
Panacea	Cures a single ally of all physical ailments	550
Antimagic powder	Enchanted dust used to seal an enemy's magic	100
Oomph powder	Increases the attack power of a single ally	900
Dragonsbane	Sword/41	4700
Dragon lance	Spear/45	5300
Woodsman's axe	Axe/32	2150
Razor claws	Claws/33	3100

10 METAL SLIME (RARE)

 RANK **F E D C B A S**

LV 1 HP 3 MP 255

ATTACK 22 DEFENCE 999

AGILITY 255 WISDOM 100

MAGIC Frizz

EXP 3072 GOLD 10

Speed of agility/*Seed of defence

EASE OF SCOUTING 0.5

SKILLS 102 Slimer, 148 Agility Boost

32 ARGON LIZARD

 RANK **F E D C B A S**

LV 18 HP 184 MP 26

ATTACK 145 DEFENCE 86

AGILITY 105 WISDOM 62

MAGIC Poisonous Poke, Venemous Volley

EXP 255 GOLD 29

Insulade/*Seed of life

EASE OF SCOUTING 1.5

SKILLS 77 Toxifier, 168 Poison Ward

35 JARGON

 RANK **F E D C B A S**

LV 22 HP 270 MP 38

ATTACK 171 DEFENCE 98

AGILITY 84 WISDOM 38

MAGIC Flame Breath, Sandstorm


EXP 378 GOLD 72

Insulade

EASE OF SCOUTING 1

SKILLS 91 Toughie, 164 Fire Breath Ward

41 HACKSAURUS

 RANK **F E D C B A S**

LV 18 HP 148 MP 30

ATTACK 158 DEFENCE 83

AGILITY 103 WISDOM 30

MAGIC Thunderbolt Slash, Hatchet Man

EXP E257 GOLD 85

Headman's axe

EASE OF SCOUTING 1.5

SKILLS 106 Dragon Lore, 142 Attack Boost

45 GREAT ARGON LIZARD (RARE)



RANK **F E D C B A S**

LV 22 HP 448 MP 36

ATTACK 202 DEFENCE 138

AGILITY 126 WISDOM 81

MAGIC Deep Breath, Flame Breath

EXP 904 GOLD 50

Jumbo Insulade/*Seed of life

EASE OF SCOUTING 1

SKILLS 46 Breath, 171 Gobstopper Ward

66 HELL HORNET (RARE)



RANK **F E D C B A S**

LV 18 HP 132 MP 9

ATTACK 142 DEFENCE 118

AGILITY 156 WISDOM 88

MAGIC Paralysing Punch

EXP 252 GOLD 64

Moonwort bulb

EASE OF SCOUTING 1.5

SKILLS 80 Diminisher, 145 Defence Boost

69 HADES CONDOR



RANK **F E D C B A S**

LV 16 HP 126 MP 18

ATTACK 139 DEFENCE 128

AGILITY 162 WISDOM 94

MAGIC Midheal, Mercurial Thrust

EXP 207 GOLD 44

Strong medicine/*Seed of agility

EASE OF SCOUTING 1.5

SKILLS 60 Cure-all, 145 Defence Boost

71 TREEFACE



RANK **F E D C B A S**

LV 21 HP 284 MP 8

ATTACK 177 DEFENCE 167

AGILITY 110 WISDOM 26

MAGIC Weird Dance

EXP 635 GOLD 52

Yggdrasil leaf

EASE OF SCOUTING 1

SKILLS 108 Green Finger, 163 Earth Ward

72 SCISSOR BEATLE



RANK **F E D C B A S**

LV 18 HP 140 MP 32

ATTACK 123 DEFENCE 138

AGILITY 164 WISDOM 66

MAGIC Snooze, Double Up

EXP 250 GOLD 20

Seed of defence

EASE OF SCOUTING 1.5

SKILLS 109 Hive Mind, 145 Defence Boost

73 BEETLEBOY



RANK **F E D C B A S**

LV 18 HP 140 MP 30

ATTACK 135 DEFENCE 165

AGILITY 120 WISDOM 30

MAGIC Body Slam, Helm Splitter, Kabuff

EXP 272 GOLD 61

Woodsman's axe

EASE OF SCOUTING 1.5

SKILLS 109 Hive Mind, 142 Attack Boost

74 GIANT MOTH



RANK **F E D C B A S**

LV 18 HP 136 MP 64

ATTACK 114 DEFENCE 106

AGILITY 123 WISDOM 69

MAGIC Swoosh, Heal

EXP 195 GOLD 38

Panacea

EASE OF SCOUTING 1.5

SKILLS 77 Toxifier, 145 Defence Boost

75 GORILLA (RARE)



RANK **F E D C B A S**

LV 17 HP 240 MP 8

ATTACK 168 DEFENCE 144

AGILITY 113 WISDOM 35

MAGIC War Cry

EXP 310 GOLD 30

Oaken club/*Seed of strength

EASE OF SCOUTING 1

SKILLS 83 Huntsman, 145 Defence Boost

97 BODKIN ARCHER



RANK **F E D C B A S**

LV 17 HP 138 MP 12

ATTACK 118 DEFENCE 106

AGILITY 116 WISDOM 78

MAGIC Buff, Stupefying Strike

EXP 210 GOLD 50

Panacea/*Battle whip

EASE OF SCOUTING 1.5

SKILLS 66 Fortifier, 142 Attack Boost

128 MUD MANNEQUIN



RANK **F E D C B A S**

LV 17 HP 139 MP 25

ATTACK 130 DEFENCE 20

AGILITY 136 WISDOM 20

MAGIC Weird Dance, Sultry Dance

EXP 201 GOLD 40

Sage's elixir

EASE OF SCOUTING 1.5

SKILLS 89 Dancer, 145 Defence Boost

129 DINGALING



RANK **F E D C B A S**

LV 18 HP 124 MP 12

ATTACK 118 DEFENCE 155

AGILITY 146 WISDOM 26

MAGIC Kabuff, Fuddle Dance

EXP 247 GOLD 70

Exodust

EASE OF SCOUTING 1.5

SKILLS 110 Materialist, 145 Defence Boost

150 LUMP WIZARD



RANK **F E D C B A S**

LV 19 HP 112 MP 255

ATTACK 99 DEFENCE 78

AGILITY 86 WISDOM 66

MAGIC Swoosh, Kaping, Kadim, Zing, Zammle

EXP 168 GOLD 86

Rune staff

EASE OF SCOUTING 2

SKILLS 13 Bang & Woosh, 151 Wisdom Boost

151 FROGFACE



RANK **F E D C B A S**

LV 18 HP 130 MP 24

ATTACK 131 DEFENCE 98

AGILITY 110 WISDOM 128

MAGIC Fire Breath, Hustle Dance

EXP 241 GOLD 30

Think negative

EASE OF SCOUTING 1.5

SKILLS 59 Healer, 145 Defence Boost

166 DEMON-AT-ARMS



RANK **F E D C B A S**

LV 35 HP 1532 MP 100

ATTACK 184 DEFENCE 174

AGILITY 160 WISDOM 35

MAGIC Lightning Slash, Multislash, Venomous Volley, Counter

EXP 6682 GOLD 1115

"The Art of Vanishing"

EASE OF SCOUTING --

SKILLS --

186 HELLHOUND



RANK **F E D C B A S**

LV 18 HP 133 MP 6

ATTACK 146 DEFENCE 109

AGILITY 125 WISDOM 100

MAGIC War Cry

EXP 11 GOLD 0

Moonwort bulb

EASE OF SCOUTING 1.5

SKILLS 37 Crack & Zam, 142 Attack Boost

192 WAILIN' WEED



RANK **F E D C B A S**

LV 20 HP 183 MP 32

ATTACK 126 DEFENCE 130

AGILITY 62 WISDOM 34

MAGIC Critical Miss, Fuddle Dance, Song of Salvation

EXP 235 GOLD 36

Sage's elixir

EASE OF SCOUTING 1

SKILLS 99 All-Rounder, 142 Attack Boost

CHECKPOINTS

1 Blocked Ladder

The ladder next to the scoutpost is blocked when you first get to the island. After you make it around the island and back to the area above the scoutpost, the crates are moved—giving you quick access to that part of the island.



2 North Jetty Closed Off

You can not reach the north jetty at this point. Continue up the path to the left to reach the treehole.



3 Wild Slime

Sitting atop this platform is a wild slime guarding a red chest. This is a rare monster, and only appears here occasionally at night.



4 Shrine

This final shrine is guarded by a demon-at-arms, a level 35 monster with 1500 hit points. Psyche up the diamagon and use the kazap spell to deal big damage on this demon.



Once the demon-at-arms is defeated, the hero receives a copy of "The Art of Vanishing." The diamagon transforms into wulfspade ace and informs the hero that he must win the challenge and get the scout's mark.



TREEHOLE

Chest

OBSIDIAN SWORD

Monsters

163	BOSS TROLL (ONE CHANCE)
RANK	B
LV 23	HP 744 MP 23
ATTACK 242	DEFENCE 52
AGILITY 90	WISDOM 12
MAGIC	Psyche Up
EXP 1011	GOLD 20
	Oaken club/*Seed of strength
EASE OF SCOUTING	1
SKILLS	71 Anti-dragon, 163 Earth Ward



One time boss troll

CHECKPOINT

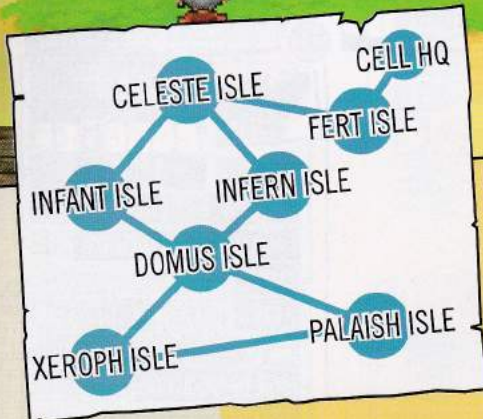
5 Boss Troll

Fight or scout the boss troll in the treehole to reach the red chest. Once you defeat or successfully scout it, it is gone.



The boss troll psyches himself up.

UNCHARTED ISLANDS



DANGER LEVEL

F E D C B A S

SCOUTPOST

DARKONIUM

0 1 2 3

Small islands that the hero runs across while on the sea scooter.

UNCHARTED ISLANDS

Chests

RANDOM

Monsters

1 SLIME

145 DRACKY

175 STUMP CHUMP

LEGEND

= CHEST



Chests

RANDOM

Monsters

1 SLIME

145 DRACKY

175 STUMP CHUMP

Monsters

1 SLIME

5 SHE-SLIME

13 BEHEMOTH SLIME

Rare behemoth slime

The Green Bay Archipelago

CELL NO.

Domus Isle

Infant Isle

Kemosh Isle

Palaisk Isle

Infern Isle

Celeste Isle

Fert Isle

Uncharted Island

Monster Scout Challenge Finals

Chests

⊕ RANDOM X2

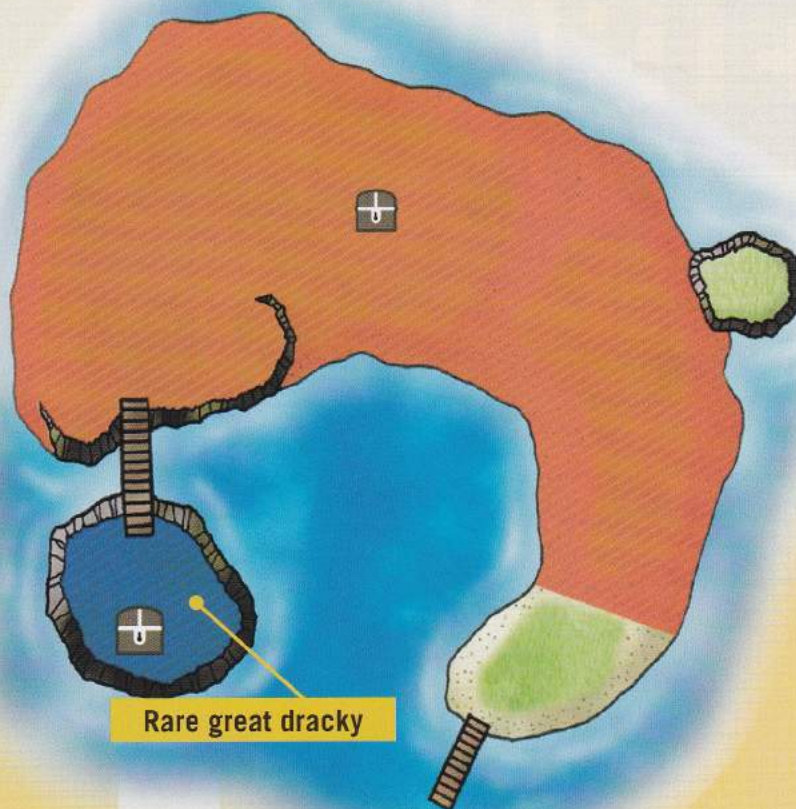
Monsters

145 DRACKY

157 GREAT DRACKY

LEGEND

⊕ = CHEST



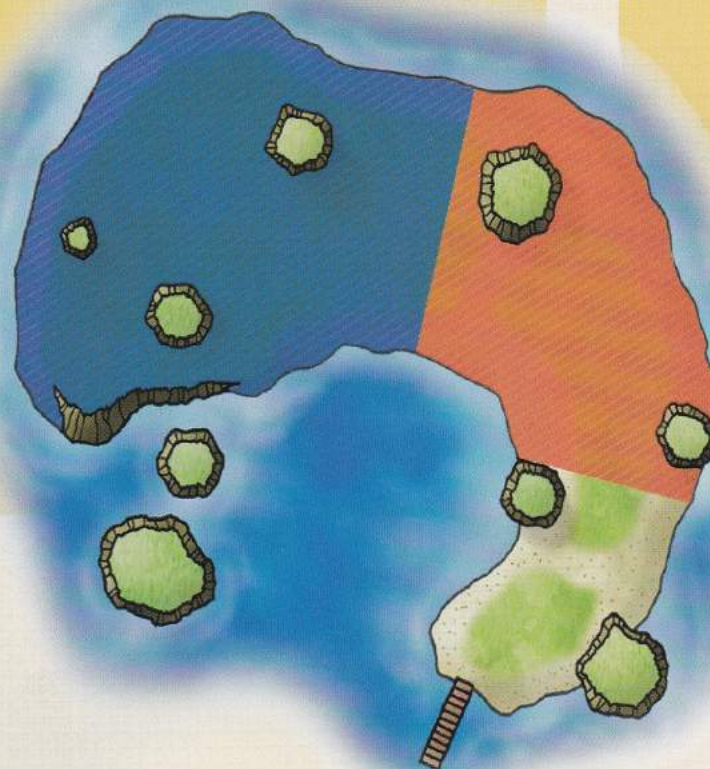
Monsters

30 FROU-FRY

32 ARGON LIZARD

45 GREAT ARGON LIZARD

48 FROU-FROU



Monsters

01 SLIME



RANK			
F	E	D	C
B	A	S	

LV	13	HP	62	MP	12
ATTACK	41	DEFENCE	26		
AGILITY	32	WISDOM	18		
MAGIC	None				
EXP	45	GOLD	20		
Medicinal herb					
EASE OF SCOUTING 2.5					
SKILLS 102 Slimer, 142 Attack Boost					

05 SHE-SLIME



RANK			
F	E	D	C
B	A	S	

LV	18	HP	148	MP	50
ATTACK	108	DEFENCE	74		
AGILITY	66	WISDOM	55		
MAGIC	Frizz				
EXP	126	GOLD	77		
Strong medicine					
EASE OF SCOUTING 2					
SKILLS 7 Frizz & Zap, 148 Agility Boost					

13 BEHEMOTH SLIME



RANK			
F	E	D	C
B	A	S	

LV	24	HP	222	MP	255
ATTACK	144	DEFENCE	135		
AGILITY	04	WISDOM	122		
MAGIC	Woosh, Zap				
EXP	286	GOLD	180		
Antidotal herb					
EASE OF SCOUTING 1.5					
SKILLS 28 Woosh & Zap, 148 Agility Boost					

30 FROU-FRY



RANK			
F	E	D	C
B	A	S	

LV	15	HP	124	MP	32
ATTACK	103	DEFENCE	64		
AGILITY	95	WISDOM	66		
MAGIC	Sandstorm, Mercurial Thrust				
EXP	377	GOLD	5		
Snakeskin whip					
EASE OF SCOUTING 2					
SKILLS 56 Icemeister, 165 Ice Breath Ward					

32 ARGON LIZARD



RANK			
F	E	D	C
B	A	S	

LV	15	HP	184	MP	26
ATTACK	145	DEFENCE	86		
AGILITY	105	WISDOM	62		
MAGIC	Poisonous Poke, Venomous Valley				
EXP	255	GOLD	50		
Insulade/*Seed of life					
EASE OF SCOUTING 1.5					
SKILLS 77 Toxifier, 142 Attack Boost					

45 GREAT ARGON LIZARD



RANK			
F	E	D	C
B	A	S	

LV	25	HP	448	MP	36
ATTACK	202	DEFENCE	138		
AGILITY	126	WISDOM	81		
MAGIC	Flame Breath, Deep Breath				
EXP	904	GOLD	50		
Jumbo Insulade/*Seed of life					
EASE OF SCOUTING 1					
SKILLS 46 Breath, 171 Gobstopper Ward					

48 FROU-FROU



RANK			
F	E	D	C
B	A	S	

LV	25	HP	498	MP	26
ATTACK	186	DEFENCE	122		
AGILITY	63	WISDOM	216		
MAGIC	Dazzleflash, Kasap, Snooze				
EXP	612	GOLD	50		
Dragontail whip					
EASE OF SCOUTING 1					
SKILLS 96 Cold Sleep, 176 Sleep Ward					

145 DRACKY



RANK			
F	E	D	C
B	A	S	

LV	15	HP	76	MP	18
ATTACK	57	DEFENCE	38		
AGILITY	76	WISDOM	35		
MAGIC	None				
EXP	58	GOLD	23		
Chimaera wing					
EASE OF SCOUTING 2					
SKILLS 58 Dark Knight, 148 Agility Boost					

157 GREAT DRACKY



RANK			
F	E	D	C
B	A	S	

LV	25	HP	325	MP	255
ATTACK	156	DEFENCE	118		
AGILITY	146	WISDOM	288		
MAGIC	Crack, Bang				
EXP	311	GOLD	132		
Chimera wing/*Seed of skill					
EASE OF SCOUTING 1					
SKILLS 16 Bang & Crack, 159 Zam Ward					

175 STUMP CHUMP



RANK			
F	E	D	C
B	A	S	

LV	16	HP	93	MP	24
ATTACK	88	DEFENCE	54		
AGILITY	28	WISDOM	72		
MAGIC	Heal, Zing				
EXP	94	GOLD	44		
Medicinal herb					
EASE OF SCOUTING 2					
SKILLS 108 Green Finger, 142 Attack Boost					

Finding Uncharted Islands

Occasionally, as the hero travels on a sea scooter between islands, he spots a small speck of land. These are small islands that contain monsters and possibly brown chests.



Hero has discovered an uncharted island!



MONSTER SCOUT CHALLENGE FINALS

After you finish all four shrines and collect at least 10 darkonium crystals, head for Monster Scout HQ. Go upstairs to Baden's Belfry to turn in your darkonium and reach the finals.



The finalists are announced as follows: Solitaire, Tryger, Missy, Slimon, and the hero. Your new objective is to prepare for the finals.



*: All finalists are allowed as much time as they need to prepare.

At this point you can try the final challenge at Madame Rummy's on Palaish Isle. This is a great place to get a lot of experience. There are also new items and better weapons available at the department store.



Once you are prepared for the finals, talk to the receptionist at Monster Scout HQ to start the finals. Be sure you have the monsters in your team that you want to use.

ROUND 1 - SLIMON

Your first opponent is Slimon, the sultan of slime and grognard of goo. This is a pretty straightforward fight. If you have put any time into leveling up your monsters, this fight should go quickly.



12	ANGEL SLIME
	RANK F E D C B A S
LV 20	HP 226 MP 68
ATTACK 162	DEFENCE 125
AGILITY 158	WISDOM 222
MAGIC	Midheal, Dim, Frizzle

01	SLIME
	RANK F E D C B A S
LV 18	HP 280 MP 36
ATTACK 152	DEFENCE 115
AGILITY 67	WISDOM 126
MAGIC	Deep Breath, Flame Breath, Multiheal

19	DRAGON SLIME
	RANK F E D C B A S
LV 18	HP 190 MP 42
ATTACK 186	DEFENCE 128
AGILITY 99	WISDOM 48
MAGIC	Zammle


ROUND 2 - MISSY

Your second opponent is the tournament's youngest and sweetest competitor, little Missy! This fight gets significantly tougher than the last. Watch out for the Snooze spell, this can put a couple of your monsters to sleep for a few rounds.

48

FROU-FROU





RANK

F E D C B A S

LV 21 HP 304 MP 26

ATTACK 186 DEFENCE 122

AGILITY 63 WISDOM 216

MAGIC Dazzle, Kasap, Snooze

104

GIGANTES

104

104

RANK

F E D C B A S

LV 21

HP 355

MP 54

ATTACK 212

DEFENCE 108

AGILITY 96

WISDOM 116

MAGIC

Frost Slash, Cold Blizzard

135

LIVING STATUE

RANK

F

E

D

C

B

A

S

LV 21

HP 226

MP 65

ATTACK

173

DEFENCE

152

AGILITY

188

WISDOM

6

MAGIC



Weird Dance, Tap

Dance, Hustle Dance



ROUND 3 - TRYGER

Your third opponent is Tryger, the scout in the weartiger costume. Tryger only has two monsters to fight against your three. Psyche up and use Oomph to increase your attack power and strength, then hit them hard.

79	GARUDA				
					
RANK		F E D C B A S			
LV	26	HP	317	MP	113
ATTACK	218	DEFENCE	166		
AGILITY	199	WISDOM	82		
MAGIC	Cold Blizzard, Oomphle, Crackle				

80

BEETLEBULLY

A small, green, beetle-like creature with a purple horn and a small purple flower on its head.

A small green tree icon.

RANK

F E D C B A S

LV

28

HP

364

MP

44

ATTACK

234

DEFENCE

148

AGILITY

121

WISDOM

255

MAGIC

Midheal, Kaping,

Kazing

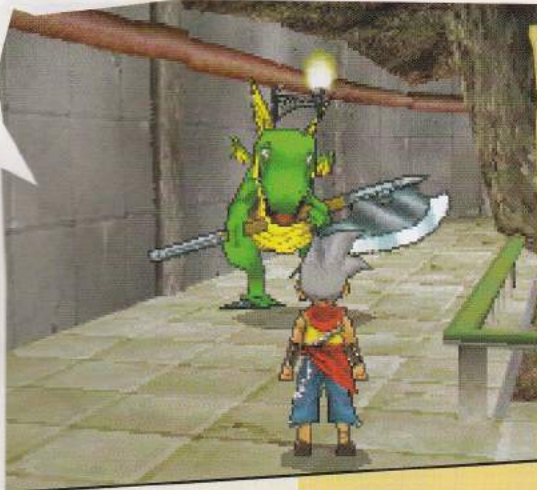


FINAL ROUND - SOLITAIRE

Your final fight is against Solitaire, the scout challenge idol herself. She notices the Incarnus in your party and attacks it, which gets her disqualified. This makes the hero the winner of the seventh Monster Scout Challenge.

The hero goes to the commissioner's office to receive the Scout's Mark, but Dr Snap has other plans and runs off with the Incarnus. This gives the hero a new objective: Find the commissioner.





FIND THE COMMISSIONER

Follow the commissioner to Infant Isle and then on to Celeste Isle. Immediately turn around and take the other jetty to Fert Isle. Find Black Jacques in the scoutpost den. He explains that the monsters have gotten loose at CELL HQ.



Head out of the scoutpost and run left around to the back of the island to find the secret jetty. This sea scooter takes you to CELL HQ.

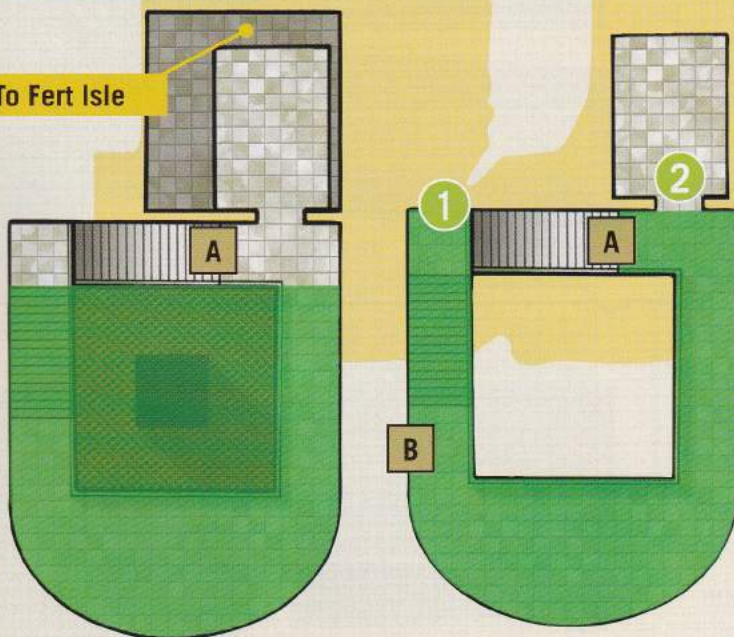


BACK TO CELL HQ



Chests

 FORESTER'S AXE

To Fert Isle



LEGEND

-  = CHECKPOINT
-  = MAP POINT

Monsters

33 JARGON

RANK **F E D C B A S**

LV	22	HP	270	MP	38
ATTACK	171	DEFENCE	98		
AGILITY	84	WISDOM	38		

MAGIC Flame Breath

EXP 378 GOLD 72 

 Insulade

EASE OF SCOUTING 1

SKILLS 91 Toughie, 164 Fire Breath Ward

41 HACKSAURUS

RANK **F E D C B A S**

LV	18	HP	186	MP	30
ATTACK	158	DEFENCE	83		
AGILITY	103	WISDOM	30		

MAGIC Thunderbolt Slash, Hatchet Man

EXP 257 GOLD 85 

 Headsman's axe

EASE OF SCOUTING 1.5

SKILLS 106 Dragon Lore, 142 Attack Boost

44 METAL DRAGON

RANK **F E D C B A S**

LV	25	HP	450	MP	48
ATTACK	178	DEFENCE	186		
AGILITY	108	WISDOM	36		

MAGIC Dazzleflash

EXP 643 GOLD 50 

 Metal claws

EASE OF SCOUTING 1

SKILLS 82 Assassin, 142 Attack Boost

129 DINGALING

RANK **F E D C B A S**

LV	18	HP	124	MP	12
ATTACK	138	DEFENCE	155		
AGILITY	146	WISDOM	26		

MAGIC Snooze, Kabuff

EXP 247 GOLD 70 

 Exodust

EASE OF SCOUTING 1.5

SKILLS 110 Materialist, 145 Defence Boost

167 BELIAL

RANK **F E D C B A S**

LV	35	HP	1760	MP	255
ATTACK	208	DEFENCE	115		
AGILITY	125	WISDOM	158		

MAGIC Buff, Inferno Slash, Kaboom

EXP 8800 GOLD 300 

 Yggdrasil dew

EASE OF SCOUTING --

SKILLS --

CHECKPOINTS

1 Warden's Office

Fight your way through the lab and up to the second level. Go up the steps to the warden's office to find a belial about to attack a couple CELL members.

After defeating the belial, talk to the warden. He gives you the baryon sphere, the only thing that can neutralize the darkonium sphere.



2 Metal Dragon

Go out the door down the steps from the office. Find a metal dragon down the path to the left. Find another in the small room on the second floor. Take the jetty back to Domus Isle.



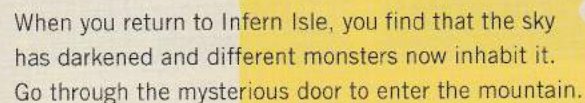
DINGALING



CELESTE ISLE

CELL HQ

FERT ISLE

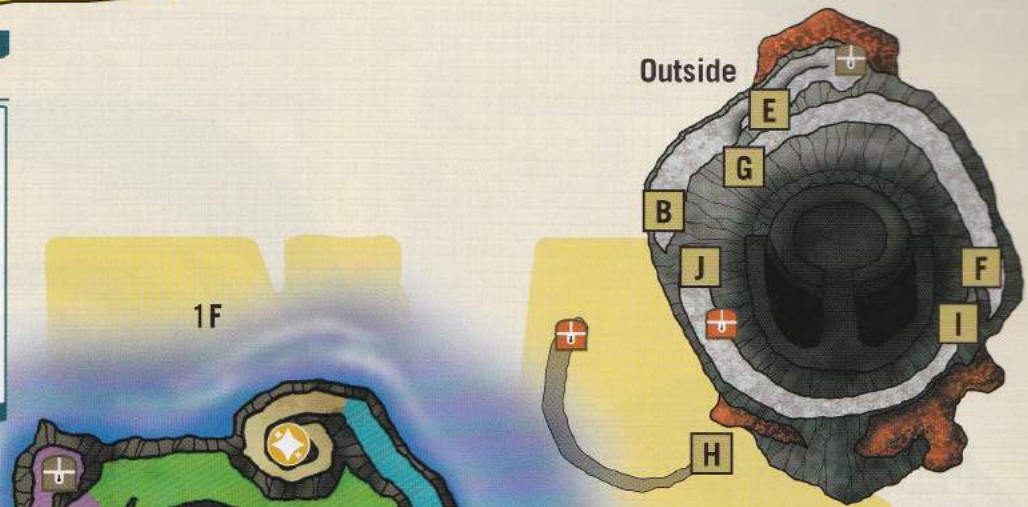


INFERN MOUNTAIN

Chests

- ☒ RANDOM X4
- ☒ WARLORD'S HAMMER
- ☒ ZOMBIESBLIGHT
- ☒ YGGDRASIL DEW
- ☒ STAFF OF DARKNESS
- ☒ YGGDRASIL LEAF
- ☒ SACRED TALONS

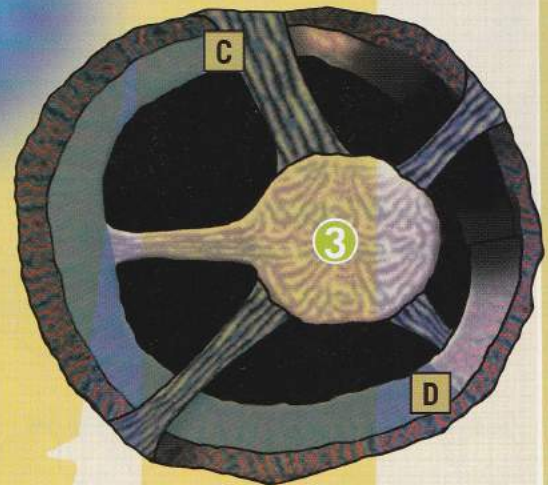
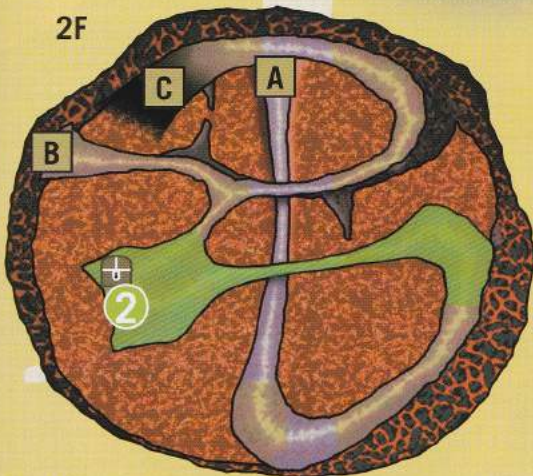
Outside



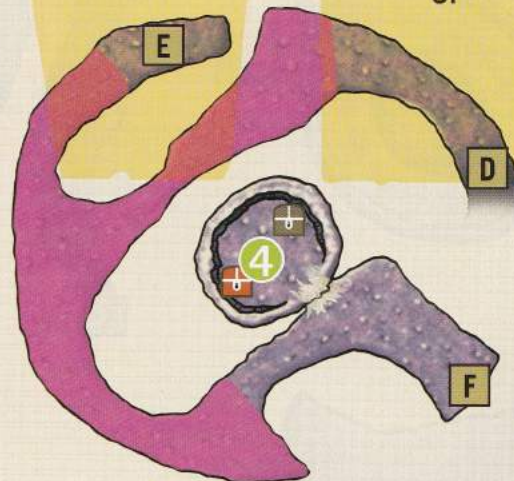
1F



2F



3F



LEGEND

- ① = CHECKPOINT
- A = MAP POINT
- ☒ = CHEST
- ☼ = SEED OF SKILL

LEGEND

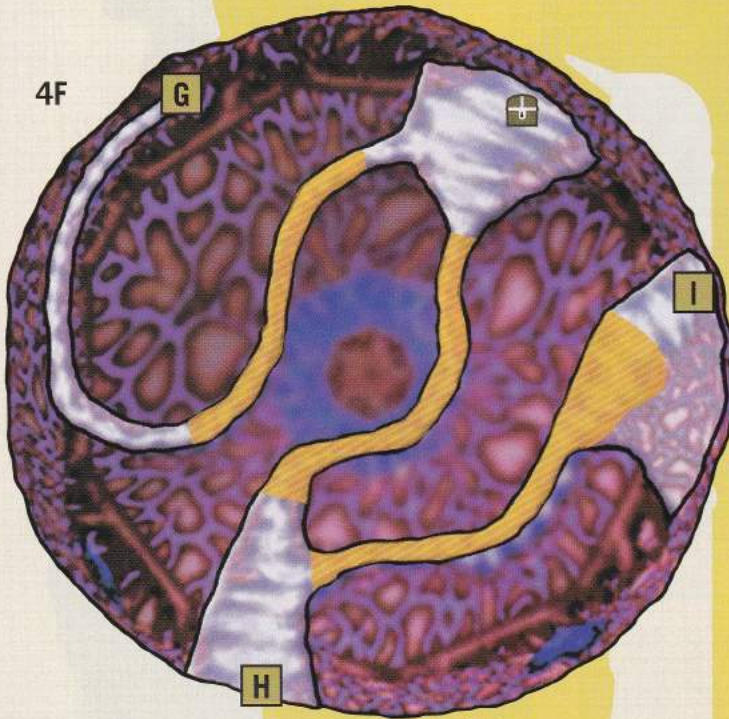
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A = MAP POINT

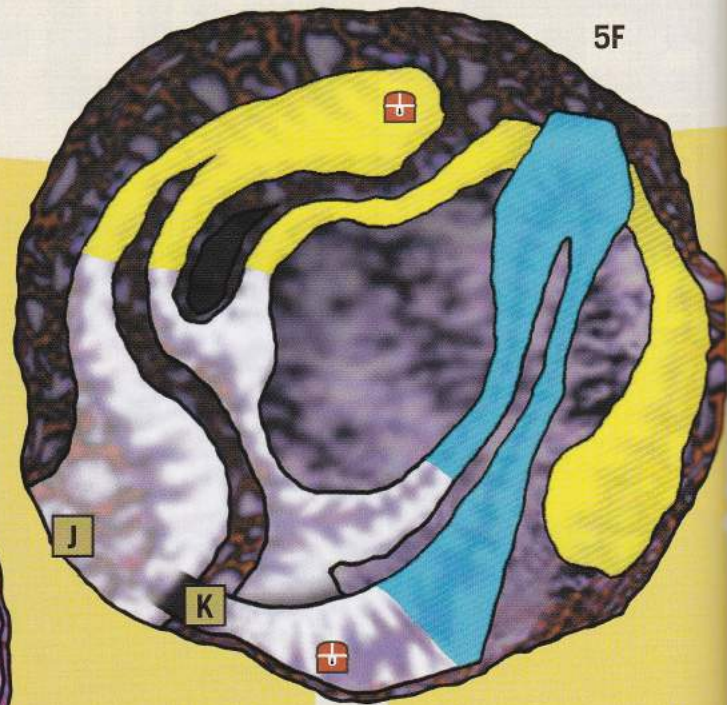
+ = CHEST

☼ = SEED OF SKILL

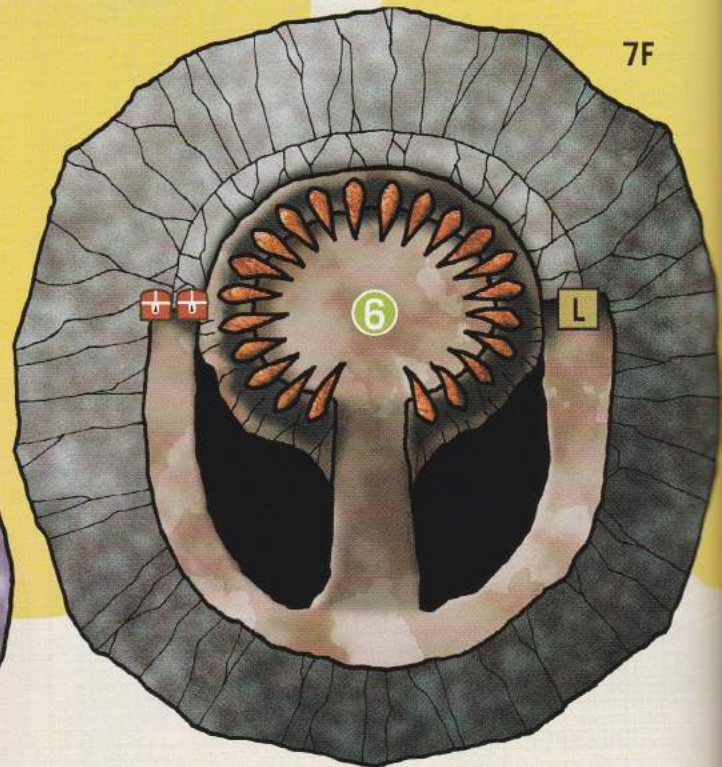
4F



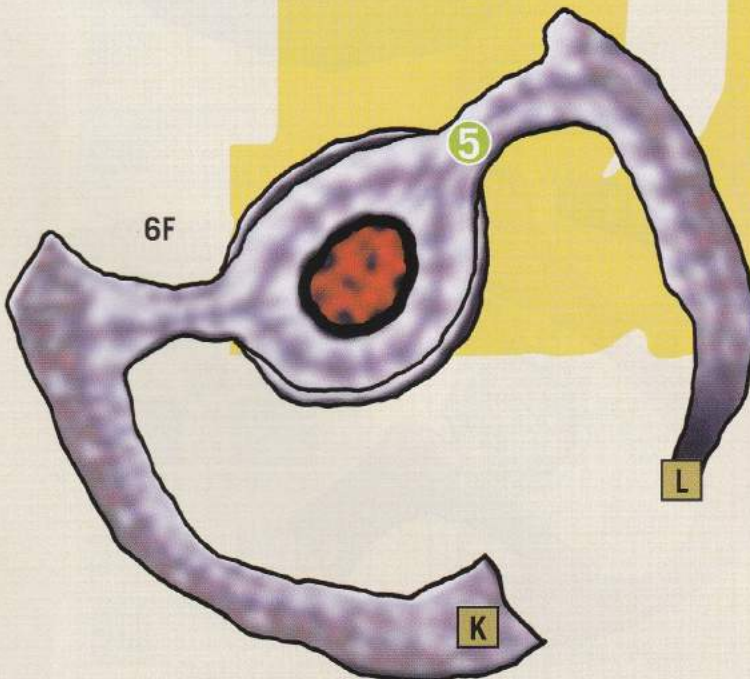
5F



7F



6F



Monsters

LIQUID METAL SLIME (RARE)



RANK **F E D C B A S**

LV	1	HP	10	MP	255
ATTACK	A74	DEFENCE	999		
AGILITY	255	WISDOM	152		

MAGIC Frizzle
EXP 30072 GOLD 40

Seed of agility/*Seed of defence

EASE OF SCOUTING 0.5
SKILLS 90 Bombardier, 148 Agility Boost

52 BLACK DRAGON



RANK **F E D C B A S**

LV	38	HP	1670	MP	80
ATTACK	308	DEFENCE	204		
AGILITY	115	WISDOM	104		

MAGIC Inferno, Blast Slash, Cold Blizzard
EXP 4705 GOLD 0

Dragonsblight

EASE OF SCOUTING --
SKILLS --

102 COCKATEER



RANK **F E D C B A S**

LV	20	HP	196	MP	28
ATTACK	174	DEFENCE	180		
AGILITY	170	WISDOM	37		

MAGIC Swish, Baffling Bonk, Gust Slash
EXP 339 GOLD 33

Silver broadsword

EASE OF SCOUTING 1.5
SKILLS 107 Bird Brain, 142 Attack Boost

103 SILVAPITHECUS



RANK **F E D C B A S**

LV	21	HP	191	MP	45
ATTACK	168	DEFENCE	164		
AGILITY	172	WISDOM	132		

MAGIC Kasap, Kamikazee, Kafrizz
EXP 290 GOLD 84

Wizard's shilling

EASE OF SCOUTING 1.5
SKILLS 105 Diabolist, 155 Bang Ward

105 MOHAWKER



RANK **F E D C B A S**

LV	36	HP	1160	MP	255
ATTACK	292	DEFENCE	160		
AGILITY	145	WISDOM	75		

MAGIC Multiheal, Oomph, Boulder Bash, Helm Splitter
EXP 4460 GOLD 413

Seed of magic

EASE OF SCOUTING --
SKILLS --

107 BUFFALOGRE



RANK **F E D C B A S**

LV	36	HP	1250	MP	0
ATTACK	326	DEFENCE	150		
AGILITY	128	WISDOM	56		

MAGIC Psyche Up
EXP 4680 GOLD 450

Seed of life

EASE OF SCOUTING --
SKILLS --

109 ATLAS



RANK **F E D C B A S**

LV	36	HP	1768	MP	255
ATTACK	348	DEFENCE	166		
AGILITY	126	WISDOM	83		

MAGIC Meditation
EXP 5264 GOLD 0

Sledgehammer

EASE OF SCOUTING --
SKILLS --

139 TRAP BOX (ONE CHANCE)



RANK **F E D C B A S**

LV	28	HP	888	MP	58
ATTACK	288	DEFENCE	199		
AGILITY	162	WISDOM	108		

MAGIC Snooze, Fuddle, Crackle
EXP 999 GOLD 264

Medicinal herb

EASE OF SCOUTING 1
SKILLS 8 Fear-monger, 145 Defence Boost

51 FALLEN PRIEST



RANK **F E D C B A S**

LV	22	HP	213	MP	134
ATTACK	170	DEFENCE	156		
AGILITY	182	WISDOM	268		

MAGIC Kazing, Zammle, Kaswoosh
EXP 490 GOLD 44

Yggdrasil leaf/*Neutral ground

EASE OF SCOUTING 1.5
SKILLS 31 Woosh & Zam, 142 Attack Boost

163 BOSS TROLL



RANK **F E D C B A S**


LV	40	HP	1565	MP	60
ATTACK	292	DEFENCE	95		
AGILITY	90	WISDOM	32		

MAGIC None
EXP 4160 GOLD 0

Oaken club/*Seed of strength

EASE OF SCOUTING --
SKILLS --

166 DEMON-AT-ARMS



RANK **F E D C B A S**

LV	32	HP	532	MP	100
ATTACK	256	DEFENCE	174		
AGILITY	160	WISDOM	220		

MAGIC Shadow Slash, Inferno Slash, Blizzard Slash, Blast Slash
EXP 0 GOLD 0

Nothing

EASE OF SCOUTING --
SKILLS --

187 PHANTOM SWORDSMAN



RANK **F E D C B A S**

LV	22	HP	208	MP	39
ATTACK	210	DEFENCE	166		
AGILITY	210	WISDOM	104		

MAGIC Uncarnate, Thunderbolt Slash
EXP 460 GOLD 55

Obsidian sword/*Elfin elixir

EASE OF SCOUTING 1.5
SKILLS 31 Woosh & Zam, 142 Attack Boost

188 SKELETON SOLDIER

RANK **F E D C B A S**

LV	17	HP	201	MP	16
ATTACK	193	DEFENCE	170		
AGILITY	166	WISDOM	99		
MAGIC	Midheal				
EXP	365	GOLD	45		
	Sage's elixir				
EASE OF SCOUTING	1.5				
SKILLS	59 Healer, 142 Attack Boost				

190 SOULSPAWN

RANK **F E D C B A S**

LV	24	HP	195	MP	32
ATTACK	162	DEFENCE	140		
AGILITY	318	WISDOM	115		
MAGIC	Sweet Breath, Paralysing Punch, Mist Me, Venom Breath, Wave of Panic				
EXP	550	GOLD	40		
	Yggdrasil dew/*Ranger's axe				
EASE OF SCOUTING	1.5				
SKILLS	104 Graveheart, 174				

193 TORTURED SOUL

RANK **F E D C B A S**

LV	32	HP	486	MP	238
ATTACK	184	DEFENCE	138		
AGILITY	204	WISDOM	196		
MAGIC	Magic Barrier, Magic Frailty, Insulatlle, Kasag				
EXP	0	GOLD	0		
	Nothing				
EASE OF SCOUTING	--				
SKILLS	--				

200 DR SNAPPED

RANK **F E D C B A S**

LV	?	HP	?	MP	?
ATTACK	?	DEFENCE	?		
AGILITY	?	WISDOM	?		
MAGIC					
EXP	0	GOLD	0		
	Nothing				
EASE OF SCOUTING	--				
SKILLS	--				

209 ACE OF SPADES

RANK **F E D C B A S**

LV	?	HP	?	MP	?
ATTACK	?	DEFENCE	?		
AGILITY	?	WISDOM	?		
MAGIC					
EXP	0	GOLD	0		
	Nothing				
EASE OF SCOUTING	--				
SKILLS	--				

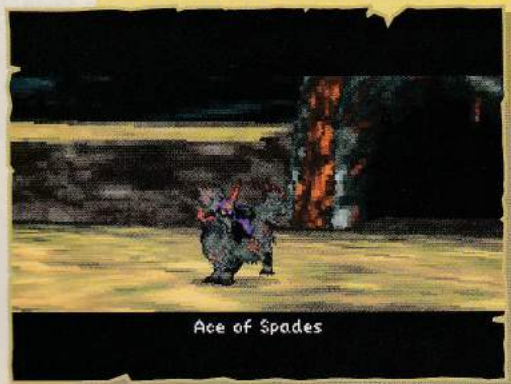


SKELETON SOLDIER

CHECKPOINTS

1 Ace of Spades

The hero runs into a darkened Incarnus in the form of Ace of Spades. After you defeat the Ace of Spades, the hero uses the baryon sphere and the Incarnus rejoins your team as wulfspade ace.



2 Chests

As you make your way through the seven floors of this mountain, refer to the maps to find your way to the top and to all of the chests.



3 Boss Troll

Go up the narrow path to the center of the second floor to find a boss troll. You can not scout this boss troll.



4 Black Dragon

Climb up to this platform and fight a black dragon. Grab the items from the chests and climb back down.



5 Atlas

An atlas ambushes the team at this point. This is a tough fight against a level 36, rank S beast.



6 Dr Snap

Don't miss the two red chests at the end of the outside path. Go up the middle to find the commissioner. Take out the buffalogre and mohawker that he sends after you.



Dr Snap transforms into a monster, Dr Snapped. He is joined by a tortured soul and a demon-at-arms. Take out his helpers first and throw everything you have at Dr Snapped. This is a long fight, so make sure that you have plenty of healing items in your hand before the battle begins. Fortunately, you are fully healed before the battle.



At this point, you can't do anything but go to the commissioner's office. When you regain control, revisit the Scout's Stone.



ORDER OF EVENTS

This section is designed to function as a quick walkthrough for the game. If you just need a hint, this is the guide for you.

1 CELL HQ

Head for the jetty.



Select a starting monster.

Dracky	Rank
LV: 1	HP: 24 / 24 MP: 15 / 15
Attributes	
Attack:	14
Defense:	7
Agility:	12
Wisdom:	14
Equipment	None
Skills	
Dark Knight	
Agility Boost	
Exp:	0
Next Lv:	0

3 Infant Isle

Go to Infant Isle and visit the scoutpost.



Scout a team.



2 Domus Isle

Go to Domus Isle.



The Green Bays archipelago consists of seven diverse islands.

Jump on the other sea scooter.



Visit Scoutmaster Shuffles and begin his test.



Scoutmaster Shuffles
Bring me a Rank E monster!

Cut through the cave.



Take the Scout's Pledge.



The worn old Scout's Stone stands before
Hero. Is it time to take the pledge?



DRACKY

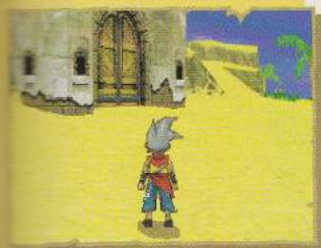
4 Domus Isle

Go to Domus Isle and visit MSO Headquarters to register for the Monster Scout Challenge. Take the western jetty to Xeroph Isle.



5 Xeroph Isle

Visit the scoutpost.



Cut through the middle of the island and enter cave through quicksand.



Fight the orc.



Head back to the northern cave and exit to other side of island.



Knock down the bridges for quicker access to the scoutpost.



Enter the shrine and defeat the sentinel. Then take the north jetty to Palaish Isle.



6 Palaish Isle

Visit the scoutpost.



Talk to Madame Rummy.



Talk to the man downstairs and complete the garden challenge.



Enter the shrine and defeat the second sentinel.



7 Domus Isle

Visit the now open department store. Take the sea scooter to Infern Isle.



8 Infern Isle

Explore Infern Isle and make your way to the other jetty.



9 Celeste Isle (South)

Explore southern section of island.



Enter the temple.



Obtain the solar tablet and place it on the altar. Return to Domus Isle.



12 Celeste Isle (North)

Grab the lunar tablet and place it on the altar.



Transport to the small island and enter the shrine.



Defeat the third sentinel and transport back to the temple.



Head out north door to the jetty. Take left sea scooter to Fert Isle.



10 Domus Isle

Go to Monster Scout HQ and talk to Dr Snap. Afterward, head to Infant Isle.



13 Fert Isle

Explore the island and grab the darkonium crystals.



Enter the final shrine and defeat the sentinel.



11 Domus Isle

Grab darkonium from blue chest on newly opened section and take the western sea scooter.



14 Domus Isle

Head to Baden's Belfry at the MSO's HQ and turn in your ten darkonium crystals to reach the finals.



15 Fert Isle and Palaish Isle

To prepare for the finals, do some leveling up on Fert Isle and complete Madame Rummy's garden challenge.



17 Find the Commissioner

Follow the commissioner to Infant Isle, then to Celeste Isle, and finally to Fert Isle.



Use the north jetty on Fert Isle to get back to CELL HQ.



16 Domus Isle

Talk to the receptionist at Monster Scout HQ to start the finals.



Defeat the belial and talk to warden.



18 Infern Isle

Return to Infern Isle and enter the mountain. Make your way up to the top and finish off the enemies to complete the game.



SOLITAIRE'S CHALLENGE

After you have completed the game, you can load your game back up for a new endeavor. The hero is in Solitaire's office where she proposes a new non-stop challenge known as Solitaire's Challenge.

There are two requirements to compete in Solitaire's Challenge:

ATTAIN RANK X IN THE BATTLE ARENA

PASS THE ADVANCED MONSTER SCOUT PROFICIENCY TEST



Those who make the grade get to fight the new Commissioner. This starts a new objective: fulfill Solitaire's requirements.

PREPARE FOR FIGHT WITH SOLITAIRE

It would be worth your time to build up a good team of Rank A or S monsters for this fight. Level up your monsters at the metal menagerie or Infern Isle's Tartarus (the final dungeon). You can talk to the blue-haired scout near the east sewer entrance to go straight to the entrance. You can wander through the entire Tartarus, or just step inside and use the Whistle ability to call enemies to you. Liquid metal slimes may also appear every once in awhile. You will also see some metal king slimes here, but not nearly as often. Use Metal Slash against these foes, or a weapon that is lethal against metal monsters such as the obsidian sword.

You are unable to use items in this battle, so be sure your healer has a revive spell and a good heal spell.

A man and woman are in the commissioner's office and they have more challenges for you.

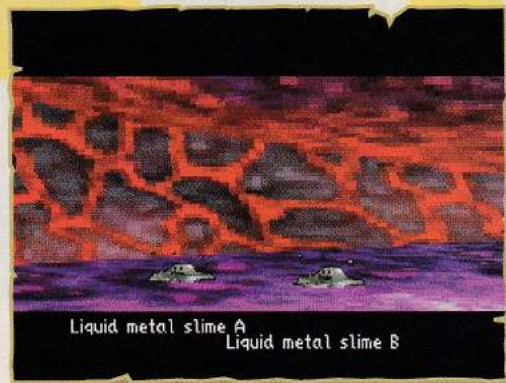
The woman wants you to acquire a hundred different skills for your library. Complete this to receive a metal king slime.



Next, collect 150 skills for your library to receive a metal kaiser slime. Collect all of the skills to get a monster from *Dragon Quest VIII*, leopold.

The man wants you to collect 100 monsters in your library. Complete this to receive a liquid metal slime. Next, collect 200 monsters in your library to receive a grandpa slime. Get all of the monsters in your library to get another monster from *Dragon Quest VIII*, the god bird empyrea.

After completing both the skills and monster libraries, the man gives you a robbin'hood—the legendary thief from *Dragon Quest III* and *Dragon Quest IV*. The woman gives you a trode—the cursed king monster himself.



FIGHT SOLITAIRE



After you have completed the Battle Arena and the Advanced Monster Scout Proficiency Test, talk to Commissioner Solitaire to fight her. Her team consists of the following three monsters:

METAL KAISER SLIME

RANK FEDCBAS

MAGIC Critical Miss, Kafrizzle, Hustle Dance, Disruptive Wave

109 ATLAS

RANK FEDCBAS

MAGIC None

141 MUMBOH-JUMBOE

RANK FEDCBAS

MAGIC Kaboomle, Kasag

Defeat Team Solitaire to receive a brass key from the Commissioner. She also informs the hero that this was just the first round and there are more to come. Return to her if you want to fight her again as practice.



THE BRASS KEY AND THE SEWER DOOR

Head down to the sewer and use the brass key on the locked door to enter Dr Snap's laboratory. There are notes to read among the books in the first room. Proceed to the back of the laboratory to find an estark.

Estark was the lord of the underworld in *Dragon Quest IV* and made appearances in *Dragon Quest V* and *Dragon Quest VI*. Examine it to fight your first Rank X monster.

144 ESTARK

RANK FEDCBAS X

MAGIC Psyche Up, Kazammle, Flame Breath

EXP 25,500 GOLD 50

Royal rod



After defeating the estark, it joins your party and Igor Folds enters the lab. Talk to him, and then leave the sewer.

MONSTER SCOUT PROFICIENCY TEST

Visit Scoutmaster Shuffles in the tent on Infant Isle. He runs the island's famous Monster Scout Proficiency Test. Here are the ten problems with cost, solution, and prize.



Problem Number 1

COST: 5 G

PRIZE: MEDICINAL HERB

Problem: Bring him a monster that you've scouted!

Solution: At this point, you have more than likely scouted a monster—show Scoutmaster Shuffles.

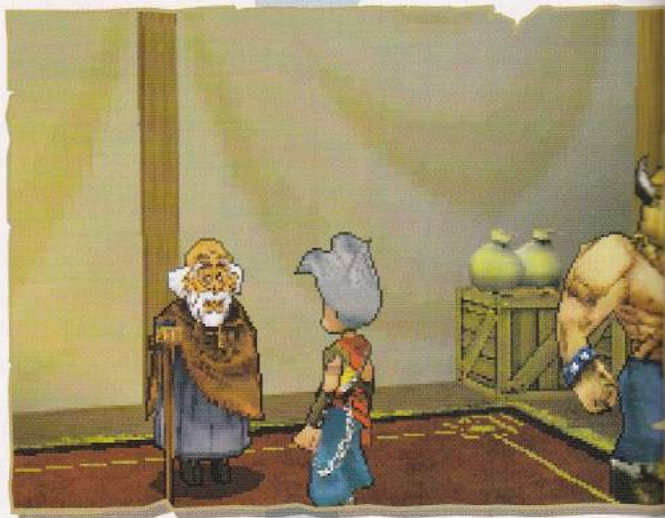
Problem Number 2

COST: 10 G

PRIZE: ANTIMAGIC POWDER

Problem: Bring him a monster that can equip a cypress staff!

Solution: There are several monsters that can equip a cypress staff, such as a dracky or platypunk.



Problem Number 3

COST: 25 G

PRIZE: MAGIC ELIXIR

This doesn't become available until after the opening ceremony of the challenge has taken place on Domus Isle.

Problem: Bring him a monster that only appears on this island at night!

Solution: If you have a ghost, wink, or stump chump show it to Shuffles to complete problem 3.

Problem Number 4

COST: 50 G

PRIZE: BATTLE WHIP

Problem: Bring him a monster of the dragon family!

Solution: Return once you have scouted a monster of the dragon family, such as the Komodo—which can be found on Xeroph Isle.

Problem Number 5

COST: 100 G

PRIZE: SEED OF MAGIC

Problem: Bring him a Rank E monster!

Solution: Bring back a Rank E monster, such as the mummy boy from Xeroph Isle.

Problem Number 6

COST: 180 G

PRIZE: MARTIAL ARTIST'S SCROLL

Problem: Bring him a monster that you've synthesised!

Solution: Once you have two monsters that you can fuse and don't care to lose, do it and return the synthesised monster to Shuffles.

Problem Number 7

COST: 300 G

PRIZE: DARKONIUM CRYSTAL OR YGGDRASIL LEAF IF YOU ALREADY TURNED IN YOUR 10 DARKONIUM

Problem: You have to bring him a Rank C monster that is ALSO of the material family.

Solution: This problem is getting a little more specific. You must have a mud mannequin, a dingaling, a hunter mech, or a puppeteer to solve problem 7. You can scout a hunter mech once you get to Celeste Isle.

Problem Number 8

COST: 500 G

PRIZE: PLUS SCEPTRE

Problem: Bring him a jumping jackal!

Solution: Can't get more specific than that. You will need to fuse two monsters to get a jumping jackal. Scout a chainine from Palaish Isle and a frogface from Fert Isle. Fuse them together to get your jumping jackal.

Problem Number 9

COST: 800 G

PRIZE: "POSITIVE PULLER"

Problem: Bring him a king slime – from this island or anywhere else!

Solution: You can scout a king slime from the top of Infant Isle near the scout's pledge stone. It can also be synthesised by fusing two sets of slimes together and then fusing the two resulting slimes together.

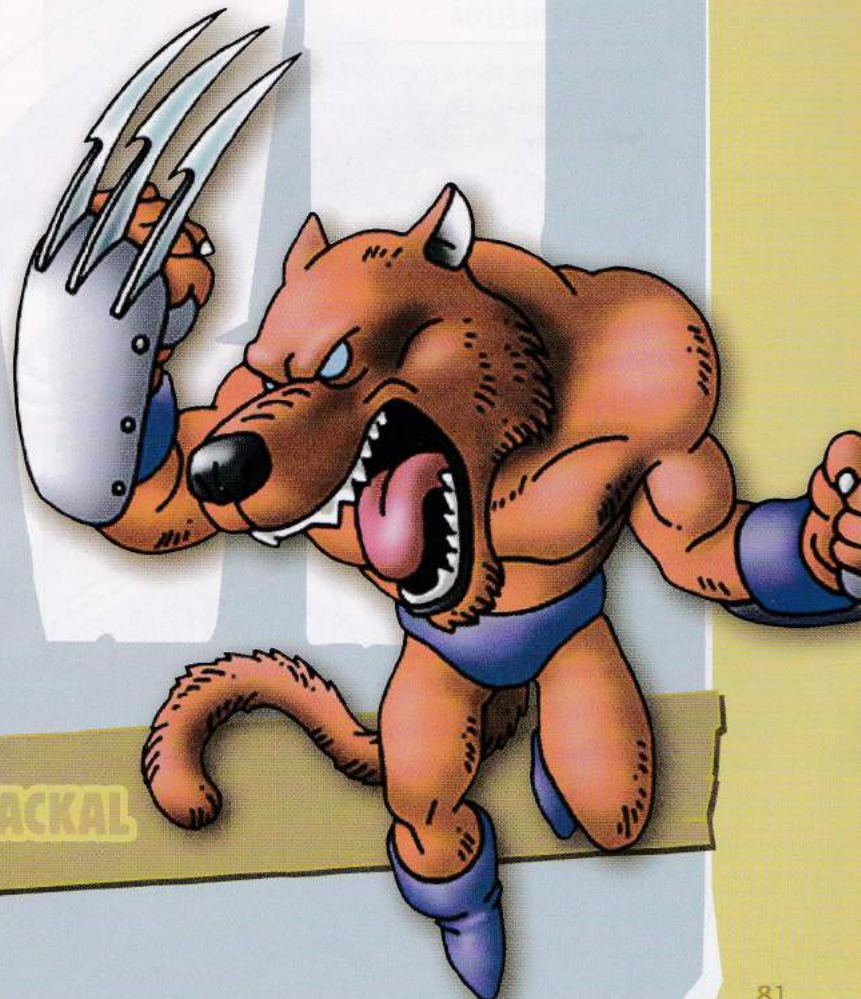
Problem Number 10

COST: 1000 G

PRIZE: METAL TALONS

Problem: Bring him a Rank A monster!

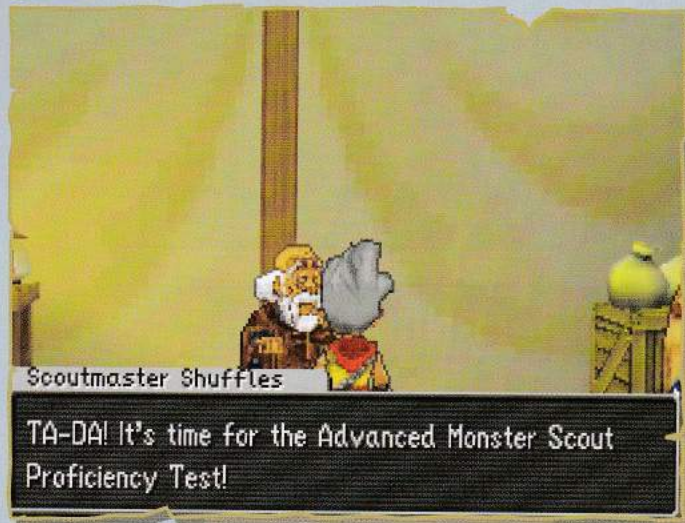
Solution: There are several Rank A monsters to choose from. If you don't have one, you can scout gigantes from Infant Isle if you are strong enough. Or, try synthesising your own Rank A monster.



JUMPING JACKAL

Early Area
Master's Room's
Golden Challenge
Machinist
Service
Final Masters
Exchanges
Piracy Problems
Bonus Monsters
and Items

ADVANCED MONSTER SCOUT PROFICIENCY TEST



After completing the game, you get another set of challenges from Scoutmaster Shuffles. You must complete this test to participate in Solitaire's Challenge.



Problem Number 1

COST: 1000 G

PRIZE: ELFIN ELIXIR

Problem: Bring him a green slime that thinks it's a courageous steed. Oh, and despites its name, it likes both night and day.

Solution: Bring him a slime knight to solve the first problem. If you don't have one already, fuse a healslime with a skelegon.

Problem Number 2

COST: 1100 G

PRIZE: YGGDRASIL DEW

Problem: Bring him a hot-tempered monster that needs a spittoon!

Solution: Bring him a spitnik. You can scout one on Xeroph Isle at night.

Problem Number 3

COST: 1200 G

PRIZE: GOLD NUGGET

Problem: Fill in the blank: _____ Quest is my favourite RPG!' Then bring him one—specifically a GREEN one.

Solution: Bring him a green dragon. If you don't have one and haven't killed the one in the temple on Palaish Isle, scout that one. Otherwise, you need to synthesise one. You can fuse an argon lizard with a frogface or jargon. Lizzy also has one to trade.

Problem Number 4

COST: 1300 G

PRIZE: SAGE'S STAFF

Problem: He doesn't want any 'G-rate' monster, he wants a monster that's better than good. Now don't let his question 'grate' on your nerves too much.

Solution: Show him a great argon lizard. There is a rare great argon lizard on Fert Isle. You can also scout four argon lizards and fuse them together to get a great argon lizard. Any monster with "great" in its name will work such as the great sabrecub or great sabrecat.

Problem Number 5

5

COST: 1400 G

PRIZE: SCOURGE WHIP

Problem: Fetch him a "manly" monster. To figure out the type of monster he wants, you'll have to look closely at the species name.

Solution: Show him a "manly" merman to complete this problem. You can scout a bodkin archer and fuse it with a mecha-mynah to get a merman. Any monster with "man" in its name will work such as the mud mannequin and anchorman.

Problem Number 6

6

COST: 1500 G

PRIZE: SAGE'S SCROLL

Problem: The monster he seeks was meant to stand on a pedestal, but it prefers to spend its whole life stomping around, with the same stony expression on its face.

Solution: Bring the scoutmaster a living statue to complete number 6. You can fuse a wailin' weed with a mud mannequin or dingaling to get a living statue.

Problem Number 7

7

COST: 1600 G

PRIZE: HERO SPEAR

Problem: The monster Shuffles seeks is a man-eating menace that likes to think outside the box. Watch out—it's one canny little carnivore!

Solution: He wants a cannibal that thinks outside the 'box.' Bring him a cannibox. If you do not have a cannibox, you can fuse two goodybags together to get one.

Problem Number 8

8

COST: 1700 G

PRIZE: DRAGON SLAYER

Problem: The ghoulish ghost that the scoutmaster seeks may have a grin on its bony face, but it really is a very unhappy soul. Just think about it... Sad souls whose bony grins hide the torture within...

Solution: What he is looking for is a tortured soul.

Synthesise one by combining a wailin'weed with a giant moth, a mud mannequin, or a hellhound. All of these are scoutable from Fert Isle.

Problem Number 9

9

COST: 1800 G

PRIZE: 'NEUTRAL GROUND'

Problem: The many-armed demon he seeks wears a skull around its neck. It's MAL-evolent, it's WRATH-ful—and, er, it has wings too!

Solution: The scoutmaster pretty much spells out what he is seeking this time. He says it is "MAL-evolent" and "WRATH"-ful. He wants a malroth. This can be created by fusing a demon-at-arms with a khalamari, a buffalogre, or a living statue.

Problem Number 10

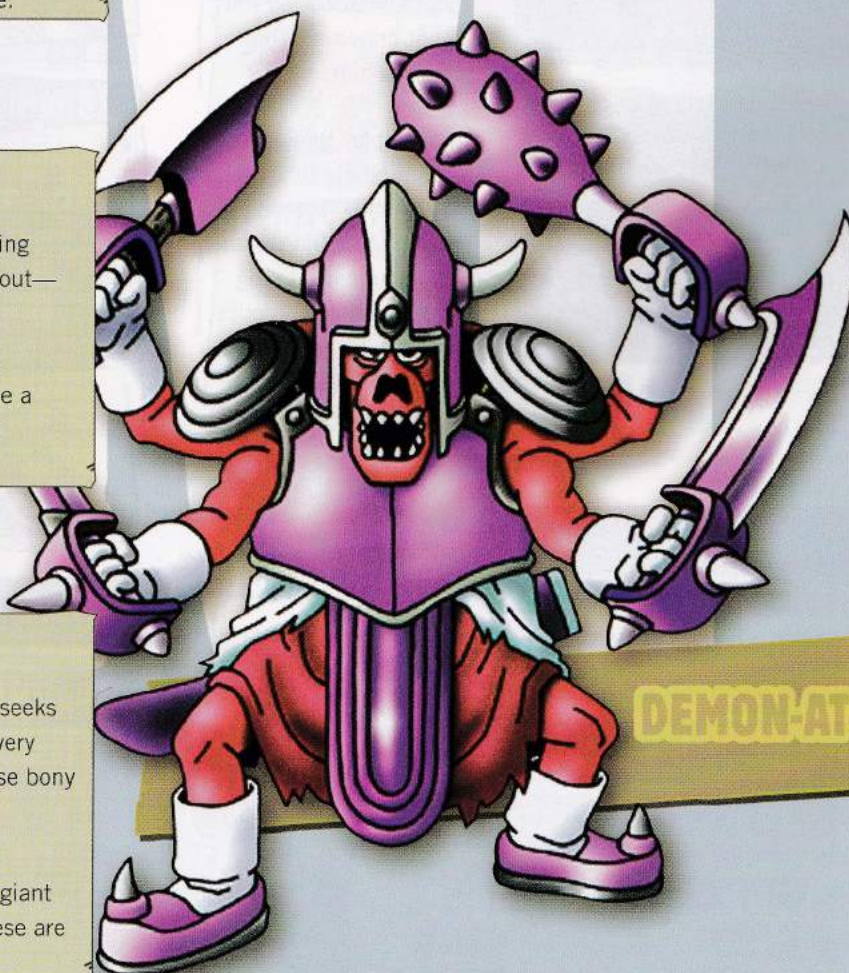
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COST: 2000 G

PRIZE: ORICHALCUM CLAWS

Problem: Bring him a monster of the same type as your first monster.

Solution: Bring him a dracky, a platypunk, or a mischievous mole to complete the Advanced Monster Scout Proficiency Test.



DEMON-AT-ARMS

Battle Arena

Madame Rummy's
Garden ChallengeMatchmaking
Service

Rival Masters

Exchangers

Piracy Problems

Bonus Monsters
and Items

BATTLE ARENA



Once the battle arena is open, talk to the masked man in the tent to get started. There are seven tournaments ranging from Rank E to X. Each tourney consists of three matches. Win all three to clear that rank.

If you have the Incarnus on your team, you will have to substitute it for another monster, so you do not draw any extra attention to it.

You can play through ranks multiple times, but you will only receive a prize the first time. Your only commands during battles are Fight, Tactics, and Forfeit.

Rules

NO SCOUTING.
FORFEITING WILL RESULT IN A LOSS.
NO RESTING BETWEEN BATTLES.

Rank E

COST: 10 G

PRIZE: SEED OF LIFE

Round 1

59 SCORPION A

	RANK F E D C B A S	LV 5	HP 23	MP 6
	ATTACK 39	DEFENCE 46	AGILITY 15	
	WISDOM 24	MAGIC	Poisonous Poke	

60 CRABID

	RANK F E D C B A S	LV 6	HP 58	MP 4
	ATTACK 28	DEFENCE 24	AGILITY 34	
	WISDOM 10	MAGIC	Buff	

59 SCORPION B

	RANK F E D C B A S	LV 5	HP 23	MP 6
	ATTACK 39	DEFENCE 46	AGILITY 15	
	WISDOM 24	MAGIC	Poisonous Poke	

Round 2

88 HAMMERHOOD A

	RANK F E D C B A S	LV 7	HP 62	MP 0
	ATTACK 36	DEFENCE 22	AGILITY 6	
	WISDOM 25	MAGIC	Psyche Up	

MISCHIEVOUS MOLE



RANK	F	E	D	C	B	A	S	LV	6	HP	54	MP	0
ATTACK	42	DEFENCE	32	AGILITY	8								
WISDOM	28	MAGIC	Psyche Up, Helm Splitter										

HAMMERHOOD B



RANK	F	E	D	C	B	A	S	LV	6	HP	38	MP	0
ATTACK	44	DEFENCE	27	AGILITY	6								
WISDOM	25	MAGIC	Psyche Up										

Final Round

SKIPPER A



RANK	F	E	D	C	B	A	S	LV	7	HP	64	MP	8
ATTACK	48	DEFENCE	36	AGILITY	34								
WISDOM	26	MAGIC	Decelerate										

SEE URCHIN



RANK	F	E	D	C	B	A	S	LV	6	HP	52	MP	10
ATTACK	35	DEFENCE	29	AGILITY	88								
WISDOM	52	MAGIC	Heal										

SKIPPER B



RANK	F	E	D	C	B	A	S	LV	7	HP	87	MP	8
ATTACK	43	DEFENCE	38	AGILITY	34								
WISDOM	26	MAGIC	Sandstorm										

Rank D

COST: 50 G

PRIZE: METAL CLAWS

Round 1

DRACKY A



RANK	F	E	D	C	B	A	S	LV	8	HP	77	MP	16
ATTACK	53	DEFENCE	39	AGILITY	156								
WISDOM	56	MAGIC	Shade Slash										

CHIMAERA



RANK	F	E	D	C	B	A	S	LV	9	HP	102	MP	16
ATTACK	62	DEFENCE	48	AGILITY	18								
WISDOM	20	MAGIC	Dazzle, Fire Breath										

DRACKY B



RANK	F	E	D	C	B	A	S	LV	8	HP	77	MP	25
ATTACK	53	DEFENCE	39	AGILITY	142								
WISDOM	98	MAGIC	Zam										

Round 2

FIRESPIRIT A



RANK	F	E	D	C	B	A	S	LV	8	HP	107	MP	50
ATTACK	56	DEFENCE	42	AGILITY	121								
WISDOM	90	MAGIC	Flame Slash, Frizz										

DANCING FLAME



RANK	F	E	D	C	B	A	S	LV	10	HP	148	MP	22
ATTACK	60	DEFENCE	56	AGILITY	106								
WISDOM	94	MAGIC	Frizz, Bang										

FIRESPIRIT B



RANK	F	E	D	C	B	A	S	LV	8	HP	107	MP	50
ATTACK	56	DEFENCE	42	AGILITY	70								
WISDOM	113	MAGIC	Defend, Fire Breath										

Final Round

DRAGONTHORN



RANK	F	E	D	C	B	A	S	LV	10	HP	142	MP	10
ATTACK	68	DEFENCE	38	AGILITY	88								
WISDOM	117	MAGIC	Heart Breaker										

KING KELP



RANK	F	E	D	C	B	A	S	LV	12	HP	166	MP	16
ATTACK	82	DEFENCE	52	AGILITY	30								
WISDOM	132	MAGIC	Fuddle Dance										

31 DRAGONTHORN 



RANK	F	E	D	C	B	A	S	LV	10	HP	124	MP	12
ATTACK	84	DEFENCE	49	AGILITY	88								
WISDOM	117	MAGIC	Paralysing Punch										

Rank C

COST: 100 G

PRIZE: DARKONIUM CRYSTAL OR YGGDRASIL LEAF IF YOU ALREADY TURNED IN YOUR 10 DARKONIUM

Round 1

115 BAG O' LAUGHS 



RANK	F	E	D	C	B	A	S	LV	12	HP	165	MP	43
ATTACK	111	DEFENCE	60	AGILITY	1								
WISDOM	97	MAGIC	Frizzle, Body Slam										

177 MUDDY HAND 



RANK	F	E	D	C	B	A	S	LV	11	HP	135	MP	4
ATTACK	100	DEFENCE	55	AGILITY	1								
WISDOM	148	MAGIC	Body Slam										

120 GOODYBAG 



RANK	F	E	D	C	B	A	S	LV	11	HP	135	MP	36
ATTACK	100	DEFENCE	55	AGILITY	10								
WISDOM	113	MAGIC	Hustle Dance										

Round 2

12 ANGEL SLIME 



RANK	F	E	D	C	B	A	S	LV	12	HP	128	MP	108
ATTACK	108	DEFENCE	110	AGILITY	153								
WISDOM	154	MAGIC	Swoosh										

1 SLIME 



RANK	F	E	D	C	B	A	S	LV	14	HP	153	MP	15
ATTACK	122	DEFENCE	138	AGILITY	100								
WISDOM	99	MAGIC	Hatchet Man, Helm Splitter										

4 HEALSLIME 



RANK	F	E	D	C	B	A	S	LV	13	HP	144	MP	15
ATTACK	108	DEFENCE	110	AGILITY	184								
WISDOM	106	MAGIC	Kabuff, Accelerate, Heal										

Final Round

89 FENCING FOX 



RANK	F	E	D	C	B	A	S	LV	14	HP	220	MP	35
ATTACK	163	DEFENCE	74	AGILITY	135								
WISDOM	119	MAGIC	Mercurial Thrust, Gust Slash, Lightning Slash										

181 PHANTOM FENCER 



RANK	F	E	D	C	B	A	S	LV	13	HP	180	MP	35
ATTACK	124	DEFENCE	70	AGILITY	35								
WISDOM	88	MAGIC	Assassin's Stab, Shade Slash										

90 CHAININE 



RANK	F	E	D	C	B	A	S	LV	15	HP	234	MP	35
ATTACK	146	DEFENCE	86	AGILITY	134								
WISDOM	67	MAGIC	Paralysing Punch, Blinding Blow										

Rank B

COST: 500 G

PRIZE: MINUS SCEPTRE

Round 1

72 SCISSOR BEATLE 



RANK	F	E	D	C	B	A	S	LV	16	HP	168	MP	35
ATTACK	112	DEFENCE	78	AGILITY	32								
WISDOM	124	MAGIC	Midheal, Reheal										

80 BEETLEBULLY 



RANK	F	E	D	C	B	A	S	LV	18	HP	212	MP	35
ATTACK	152	DEFENCE	90	AGILITY	35								
WISDOM	94	MAGIC	Hatchet Man, Psyche										

SCISSOR BEATLE



RANK	F E D C B A S	LV	16	HP	168	MP	35
ATTACK	125	DEFENCE	97	AGILITY	161		
WISDOM	124	MAGIC	Oomph, Kasap, Sag				

Round 2

FROGFACE



RANK	F E D C B A S	LV	10	HP	206	MP	8
ATTACK	132	DEFENCE	82	AGILITY	222		
WISDOM	143	MAGIC	Dodgy Dance, Fuddle Dance, Tap Dance				

HEADHUNTER



RANK	F E D C B A S	LV	12	HP	288	MP	30
ATTACK	150	DEFENCE	98	AGILITY	103		
WISDOM	99	MAGIC	Shade Slash, Lightning Slash, Gigaslash				

DANCING DEVIL



RANK	F E D C B A S	LV	10	HP	224	MP	50
ATTACK	126	DEFENCE	94	AGILITY	183		
WISDOM	305	MAGIC	Sultry Dance, Tap Dance, Hustle Dance, Boom				

Final Round

JUMPING JACKAL A



RANK	F E D C B A S	LV	19	HP	285	MP	48
ATTACK	148	DEFENCE	111	AGILITY	167		
WISDOM	152	MAGIC	War Cry, Flame Slash, Bomb Slash, Helm Splitter, Hatchet Man				

JUMPING JACKAL B



RANK	F E D C B A S	LV	19	HP	285	MP	48
ATTACK	148	DEFENCE	111	AGILITY	167		
WISDOM	152	MAGIC	War Cry, Flame Slash, Bomb Slash, Helm Splitter, Hatchet Man				

GREAT SABRECAT



RANK	F E D C B A S	LV	18	HP	262	MP	40
ATTACK	166	DEFENCE	113	AGILITY	268		
WISDOM	145	MAGIC	Mercurial Thrust				

Rank A

COST: 1000 G

PRIZE: DRAGONTAIL WHIP

Round 1

DEMONRIDER A



RANK	F E D C B A S	LV	20	HP	296	MP	30
ATTACK	198	DEFENCE	128	AGILITY	280		
WISDOM	134	MAGIC	Magic Barrier, Oomph				

GRIM RIDER



RANK	F E D C B A S	LV	22	HP	222	MP	141
ATTACK	225	DEFENCE	138	AGILITY	104		
WISDOM	186	MAGIC	Kafizzle, Kaboom				

DEMONRIDER B



RANK	F E D C B A S	LV	20	HP	296	MP	138
ATTACK	198	DEFENCE	128	AGILITY	280		
WISDOM	134	MAGIC	Sweet Breath, Burning Breath, Spooky Aura, Flame Breath, Cold Blizzard				

Round 2

CANNIBOX



RANK	F E D C B A S	LV	21	HP	243	MP	2
ATTACK	174	DEFENCE	154	AGILITY	312		
WISDOM	144	MAGIC	Kamikazee				

TRAP BOX



RANK	F E D C B A S	LV	25	HP	312	MP	27
ATTACK	198	DEFENCE	211	AGILITY	196		
WISDOM	200	MAGIC	Venomous Volley, Paralysing Punch, Kazing				

Monster Soul
Proficiency Test

Battle Arena

Madame Runny's
Garden ChallengeMatchmaking
Service

Rival Masters

Exchangers

Piracy Problems

Bonus Monsters
and Items

123 CANNIBOX 




RANK	F E D C B A S	LV	23	HP	276	MP	80
ATTACK	188	DEFENCE	176	AGILITY	267		
WISDOM	178	MAGIC	Kafizzz, Kaboom				


Final Round

140 KILLING MACHINE A 





RANK	F E D C B A S	LV	24	HP	298	MP	12
ATTACK	144	DEFENCE	182	AGILITY	87		
WISDOM	114	MAGIC	Sleep Sock, Baffling Bonk				

141 MUMBOH-JUMBOE 



RANK	F E D C B A S	LV	26	HP	328	MP	0
ATTACK	168	DEFENCE	198	AGILITY	134		
WISDOM	188	MAGIC	None				

140 KILLING MACHINE B 



RANK	F E D C B A S	LV	24	HP	298	MP	20
ATTACK	144	DEFENCE	182	AGILITY	87		
WISDOM	114	MAGIC	Stupefying Strike, Slowing Slug, Weakening Wallop, Helm Splitter				

Rank S

COST: 2000 G


PRIZE: LOYALTY CARD


Round 1

160 LETHAL ARMOUR 



RANK	F E D C B A S	LV	25	HP	298	MP	34
ATTACK	236	DEFENCE	148	AGILITY	111		
WISDOM	233	MAGIC	Breathtaking Bash, Shade Slash, Lightning Slash, Bomb Slash				

185 RESTLESS ARMOUR 




RANK	F E D C B A S	LV	25	HP	268	MP	48
ATTACK	249	DEFENCE	134	AGILITY	111		
WISDOM	206	MAGIC	Multiheal				


194 ROSEGUARDIN 



RANK	F E D C B A S	LV	28	HP	328	MP	38
ATTACK	284	DEFENCE	168	AGILITY	111		
WISDOM	245	MAGIC	Kafizzle, Spooky Aura, Multislash				

Round 2

152 DESSERT DEMON 



RANK	F E D C B A S	LV	25	HP	277	MP	30
ATTACK	252	DEFENCE	158	AGILITY	238		
WISDOM	243	MAGIC	Sandstorm, Swoosh, Magic Frailty, Kafizzle				

162 ARCHDEMON 



RANK	F E D C B A S	LV	26	HP	262	MP	70
ATTACK	304	DEFENCE	172	AGILITY	316		
WISDOM	286	MAGIC	Kafuddle, Boom				

167 BELIAL 



RANK	F E D C B A S	LV	28	HP	304	MP	135
ATTACK	266	DEFENCE	168	AGILITY	98		
WISDOM	312	MAGIC	Psyche Up, Kaboom				

Final Round

104 GIGANTES A 



RANK	F E D C B A S	LV	28	HP	388	MP	3
ATTACK	307	DEFENCE	68	AGILITY	1		
WISDOM	1	MAGIC	Hatchet Man, Kafizzle				

ATLAS



RANK	F E D C B A S	LV	30	HP	315	MP	8
ATTACK	358	DEFENCE	82	AGILITY	1		
WISDOM	48	MAGIC	Hatchet Man				

GIGANTES B



RANK	F E D C B A S	LV	28	HP	388	MP	0
ATTACK	307	DEFENCE	68	AGILITY	1		
WISDOM	1	MAGIC	None				

Rank X

COST: 3000 G
PRIZE: MIRACLE MACE

Round 1

KHALAMARI



RANK	F E D C B A S	LV	30	HP	416	MP	264
ATTACK	282	DEFENCE	164	AGILITY	10		
WISDOM	108	MAGIC	Deep Breath, Scorch, C-C-Cold Breath, Crackle				

OCTAVIAN SENTRY



RANK	F E D C B A S	LV	27	HP	310	MP	68
ATTACK	305	DEFENCE	175	AGILITY	268		
WISDOM	245	MAGIC	Gale Slash, Mercurial Thrust, Blizzard Slash				

GRACOS



RANK	F E D C B A S	LV	32	HP	284	MP	370
ATTACK	318	DEFENCE	195	AGILITY	123		
WISDOM	246	MAGIC	Kacrackle, Bounce, Reheal				


Round 2

DEMON-AT-ARMS



RANK	F E D C B A S	LV	31	HP	298	MP	90
ATTACK	264	DEFENCE	212	AGILITY	234		
WISDOM	136	MAGIC	Inferno Slash, Shadow Slash, Blast Slash				

110 DON MOLE



RANK	F E D C B A S	LV	29	HP	520	MP	76
ATTACK	310	DEFENCE	183	AGILITY	131		
WISDOM	200	MAGIC	Psyche Up, Song of Salvation, Deep Breath, Gobstopper				

197 WIGHT KING



RANK	F E D C B A S	LV	33	HP	333	MP	270
ATTACK	288	DEFENCE	316	AGILITY	362		
WISDOM		MAGIC	Magic Frailty, Kasag, Bounce, Kafrizzle, Kazammle				



Final Round

47 MEGALODON A



RANK	F E D C B A S	LV	32	HP	412	MP	148
ATTACK	322	DEFENCE	198	AGILITY	164		
WISDOM	264	MAGIC	Kazapple, Kaswooshle				

142 RUIN



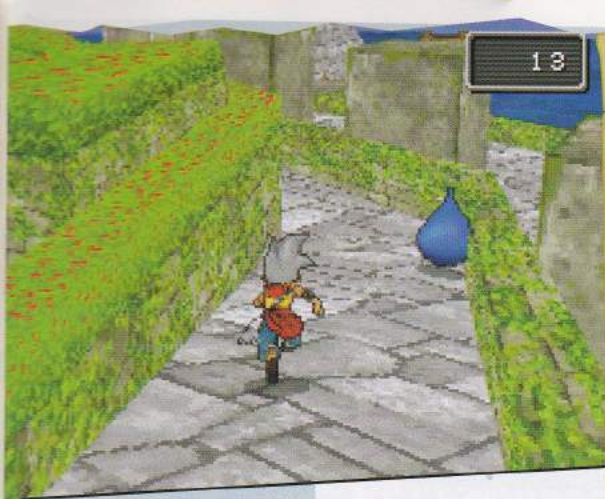
RANK	F E D C B A S	LV	35	HP	489	MP	0
ATTACK	550	DEFENCE	252	AGILITY	8		
WISDOM	26	MAGIC	None				

47 MEGALODON B



RANK	F E D C B A S	LV	32	HP	412	MP	212
ATTACK	333	DEFENCE	173	AGILITY	164		
WISDOM	264	MAGIC	Share Magic				

- Monster Soul Proficiency Test
- Game Area
- Madame Rummy's Garden Challenge
- Matchmaking Service
- Rival Masters
- Exchangers
- Piracy Problems
- Bonus Monsters and Items



MADAME RUMMY'S GARDEN CHALLENGE

When you reach Palaish Isle in your adventure, you talk to Madame Rummy about getting access to her gardens. Talk to the guy downstairs to attempt her garden challenge. The objective of the challenge is to gain access to all of her gardens. You must race against the clock to clear each area of a certain number of slimes. If you are successful, gates to the further reaches of the garden will open. Eventually, you will gain access to all of the palace gardens. As you strive to progress, remember this! Once you have opened an area, it will remain open—you may enter and explore at your leisure. At first, you may attempt to clear Madame Rummy's winkies area.



Madame Rummy's Winkies Area

Defeat 9 slimes in 2 minutes and 10 seconds to gain access to the huggies area.

You find three sets of three slimes in this first area of the garden. Quickly find each set and defeat them. You can now enter the next area of the garden. Go ahead and check it out to find chests and a seed of skill.



Madame Rummy's Huggies Area

Defeat 15 slimes in 3 minutes and 40 seconds to gain access to the kissies area.

Run through the garden and defeat five sets of three slimes to get access to the kissies area. Defeat them quickly, because the clock continues to tick during battles. Once you have completed this part of the challenge, you have access to all of Palaish Isle's gardens, except for the metal menagerie.



Metal Menagerie



After you finish the first two challenges, the metal menagerie remains closed. Only scouts who have advanced to the Master Scout Challenge finals may enter there. Once you are in the finals, return to the guy at the door to the gardens.



Defeat 15 slimes within 5 minutes to receive an invitation to the menagerie.

Run from slime to slime and defeat them until you have the necessary 15 slimes. Occasionally a slime will cast clang that puts up an

impenetrable wall in front of it. Clang wears off after each turn, but as long as it goes first, it will keep casting clang.

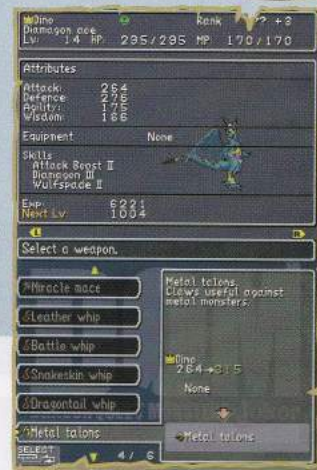
Once you have completed this, you gain access to the metal menagerie for two and a half minutes—which means excellent experience for your team.

Fight as many metal slimes that you can in the two and half minutes. There are metal slimes up front and a couple liquid metal slimes in the next area. Knock down a bridge to find a metal king slime in the very back. The slimes get tougher to defeat the further back you go, but the experience goes up by quite a bit. All of them are a threat to flee though, so fighting the metal king slime is a big risk. You can waste a lot of time



Giger uses Metal Slash!

Equip your monsters with the obsidian sword, metal claws, or metal talons and bring a monster or two with the anti-metal skill.



Take out a couple metal slimes and liquid metal slimes before going after the king metal slime. As long as you start the fight before the timer runs out, you can finish it.



*: Defeat 24 slimes within 5 minutes to receive another invitation to the menagerie.

The 2nd time you attempt this challenge you must first defeat 16 slimes within 5 minutes, then it is 17 and so on up to 24. Once you reach this point, every time after requires 24 slimes.

After you complete the game, you can purchase a metal ticket from a lady in the sewer. She is located next to the weapon shop. She sells it to you for 10,000 gold coins and it is good for one visit to the metal menagerie without having to complete the initial challenge.



*: You wouldn't consider buying it, would you? I could part with it for, say...10,000 gold coins.



*: Is that what I think it is? Do you have one of the priceless metal tickets?

- Monster Scout Proficiency Test
- Battle Arena
- Madame Rummy's Backlot Challenge
- Matchmaking Service
- Rival Masters
- Exchangers
- Piracy Problems
- Bonus Monsters and Items

MONSTER MATCHMAKING




In this chapter you can find out the ideal synthesis matches for your monsters. However, each monster has its own requirements. This way you can create some monsters while only losing one monster. When you talk to the lady at the desk, she will give you five monsters that you can synthesise and what monster is required from you.

Select the monster you want to fuse with, then select a monster from your list that meets the requirement. Just like normal synthesising, you are given one or three options as a result. The resulting monsters are selected in the same way as synthesising.


Monster Matchmaking becomes available once you make the challenge finals. The first twenty monsters below become available—five at a time. Once you complete the main game, the last five monsters also become available. These stats are approximations.

4 HEALSLIME



RANK	F E D C B A S			LV	16	HP	36	MP	98
ATTACK	42	DEFENCE	37	AGILITY	150				
WISDOM	189	EXTRA SKILL POINTS			16				
SKILLS (Skill Points)								REQUIREMENT	
61 Cleanser (10), 59 Healer (30)								- Rank C	

10 METAL SLIME




RANK	F E D C B A S			LV	24	HP	6	MP	35
ATTACK	52	DEFENCE	159	AGILITY	168				
WISDOM	68	EXTRA SKILL POINTS			24				
SKILLS (Skill Points)								REQUIREMENT	
102 Slimer (20), 1 Frizz & Bang (10), 148 Agility Boost(10)								- 10 Metal slime	

11 METAL SLIME KNIGHT



RANK	F E D C B A S			LV	26	HP	168	MP	159
ATTACK	92	DEFENCE	224	AGILITY	277				
WISDOM	63	EXTRA SKILL POINTS			26				
SKILLS (Skill Points)								REQUIREMENT	
93 Martyr (10), 72 Anti-metal (57)								- 130 Hunter mech	

16 KING SLIME



RANK	F E D C B A S			LV	27	HP	126	MP	94
ATTACK	76	DEFENCE	85	AGILITY	23				
WISDOM	30	EXTRA SKILL POINTS			27				
SKILLS (Skill Points)								REQUIREMENT	
56 Icemeister (20), 22 Bang & Zam (30), 143 Attack Boost II (30)								+ Rank B Nature Family	

31 DRAGONTHORN



RANK	F	E	D	C	B	A	S	LV	10	HP	37	MP	32
ATTACK	30	DEFENCE	28	AGILITY	36								
WISDOM	35	EXTRA SKILL POINTS	10										
SKILLS (Skill Points)								REQUIREMENT					
40 Fire (10), 142 Attack Boost (10)								+ Rank E Undead Family					

91 ORC



RANK	F	E	D	C	B	A	S	LV	17	HP	82	MP	30
ATTACK	139	DEFENCE	24	AGILITY	33								
WISDOM	11	EXTRA SKILL POINTS	17										
SKILLS (Skill Points)								REQUIREMENT					
64 Speedster (10), 142 Attack Boost (30), 148 Agility Boost(10)								+ Rank F Nature Family					

43 TYRANTOSAURUS



RANK	F	E	D	C	B	A	S	LV	25	HP	178	MP	23
ATTACK	147	DEFENCE	102	AGILITY	144								
WISDOM	99	EXTRA SKILL POINTS	25										
SKILLS (Skill Points)								REQUIREMENT					
97 Cleric (10), 142 Attack Boost (30)								-Rank C					

120 GOODYBAG



RANK	F	E	D	C	B	A	S	LV	17	HP	108	MP	20
ATTACK	49	DEFENCE	111	AGILITY	98								
WISDOM	37	EXTRA SKILL POINTS	17										
SKILLS (Skill Points)								REQUIREMENT					
89 Dancer (20), 148 Agility Boost(20)								- 120 Goodybag					

44 METAL DRAGON



RANK	F	E	D	C	B	A	S	LV	25	HP	162	MP	46
ATTACK	135	DEFENCE	142	AGILITY	35								
WISDOM	81	EXTRA SKILL POINTS	25										
SKILLS (Skill Points)								REQUIREMENT					
164 Fire Breath Ward (20), 165 Ice Breath Ward (20)								- 50 Great dragon					

121 KING KELP



RANK	F	E	D	C	B	A	S	LV	27	HP	212	MP	56
ATTACK	163	DEFENCE	146	AGILITY	94								
WISDOM	86	EXTRA SKILL POINTS	27										
SKILLS (Skill Points)								REQUIREMENT					
60 Cure-all (20), 65 Mage Aid (10)								- Undead Family					

69 HADES CONDOR



RANK	F	E	D	C	B	A	S	LV	17	HP	88	MP	80
ATTACK	242	DEFENCE	31	AGILITY	33								
WISDOM	17	EXTRA SKILL POINTS	17										
SKILLS (Skill Points)								REQUIREMENT					
60 Cure-all (20), 142 Attack Boost (17)								+ 39 Seasaur					

130 HUNTER MECH



RANK	F	E	D	C	B	A	S	LV	17	HP	184	MP	35
ATTACK	72	DEFENCE	81	AGILITY	70								
WISDOM	33	EXTRA SKILL POINTS	17										
SKILLS (Skill Points)								REQUIREMENT					
83 Huntsman (21), 145 Defence Boost (30)								+ Rank D Dragon Family					

104 GIGANTES



RANK	F	E	D	C	B	A	S	LV	27	HP	284	MP	12
ATTACK	123	DEFENCE	42	AGILITY	22								
WISDOM	23	EXTRA SKILL POINTS	27										
SKILLS (Skill Points)								REQUIREMENT					
56 Icemeister (20), 22 Bang & Zam (30), 143 Attack Boost II (30)								- Rank A					

131 PUPPETEER



RANK	F	E	D	C	B	A	S	LV	28	HP	180	MP	146
ATTACK	138	DEFENCE	112	AGILITY	51								
WISDOM	118	EXTRA SKILL POINTS	28										
SKILLS (Skill Points)								REQUIREMENT					
95 Nightmare (10), 61 Cleanser (30), 152 (21)								+ 159 Wrecktor					

Monster Scout
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152 DESSERT DEMON



RANK	FE	D	C	B	A	S	LV	24	HP	189	MP	75
ATTACK	129	DEFENCE	118	AGILITY	90							
WISDOM	58	EXTRA SKILL POINTS	24									
SKILLS (Skill Points)						REQUIREMENT						
19 Bang & Zap (24), 31 Frizz & Bang (24)						- Rank C						

156 OCTAVIAN SENTRY



RANK	FE	D	C	B	A	S	LV	19	HP	118	MP	30
ATTACK	84	DEFENCE	88	AGILITY	20							
WISDOM	39	EXTRA SKILL POINTS	19									
SKILLS (Skill Points)						REQUIREMENT						
50 Thunderwind Slashes (10), 35 Crack & Zap II(20)						+ Rank A Demon Family						

153 DANCING DEVIL



RANK	FE	D	C	B	A	S	LV	18	HP	88	MP	32
ATTACK	67	DEFENCE	58	AGILITY	46							
WISDOM	52	EXTRA SKILL POINTS	18									
SKILLS (Skill Points)						REQUIREMENT						
83 Huntsman (20), 145 Defence Boost (30)						- 149 Imp						

178 DEMONRIDER



RANK	FE	D	C	B	A	S	LV	24	HP	124	MP	28
ATTACK	127	DEFENCE	99	AGILITY	46							
WISDOM	22	EXTRA SKILL POINTS	24									
SKILLS (Skill Points)						REQUIREMENT						
80 Diminisher (10), 46 Breath (20)						+ 185 Restless armour						

155 LESSER DEMON



RANK	FE	D	C	B	A	S	LV	19	HP	99	MP	46
ATTACK	99	DEFENCE	73	AGILITY	118							
WISDOM	52	EXTRA SKILL POINTS	19									
SKILLS (Skill Points)						REQUIREMENT						
68 Saboteur (10), 148 Agility Boost(20)						- Rank D Beast Family						

184 WALKING CORPSE




RANK	FE	D	C	B	A	S	LV	22	HP	92	MP	44
ATTACK	96	DEFENCE	84	AGILITY	38							
WISDOM	58	EXTRA SKILL POINTS	22									
SKILLS (Skill Points)						REQUIREMENT						
79 Bad Breath (20), 145 Defence Boost (30)						+ Rank D Material Family						



WALKING CORPSE

The following five become available after viewing the credits:




LIQUID METAL SLIME

RANK		LV 18		HP 7	MP 22	
F	E	D	C	B	A	S
ATTACK	64	DEFENCE	186	AGILITY	38	
WISDOM	24	EXTRA SKILL POINTS		18		
SKILLS (Skill Points)				REQUIREMENT		
74 Barricade (10), 145 Defence Boost (10), 148 Agility Boost(10)				- Rank B Slime Family		




KHALAMARI KID

RANK		LV 22		HP 156	MP 52	
F	E	D	C	B	A	S
ATTACK	114	DEFENCE	85	AGILITY	167	
WISDOM	23	EXTRA SKILL POINTS		22		
SKILLS (Skill Points)				REQUIREMENT		
98 Aquapothecary (15), 176 Sleep Ward (15)				+ 81 King squid		



BEETLEBOY

RANK		LV 30		HP 312	MP 24	
F	E	D	C	B	A	S
ATTACK	216	DEFENCE	165	AGILITY	15	
WISDOM	94	EXTRA SKILL POINTS		30		
SKILLS (Skill Points)				REQUIREMENT		
109 Hive Mind (10), 146 Defence Boost II(10)				+ 24 Metal king slime		



132 JUM

RANK		LV 26		HP 207	MP 15	
F	E	D	C	B	A	S
ATTACK	165	DEFENCE	123	AGILITY	21	
WISDOM	13	EXTRA SKILL POINTS		26		
SKILLS (Skill Points)				REQUIREMENT		
63 Defender (10), 145 Defence Boost (10)				+ Rank S Nature Family		



195 BONE BARON

RANK		LV 28		HP 199	MP 88	
F	E	D	C	B	A	S
ATTACK	165	DEFENCE	124	AGILITY	84	
WISDOM	92	EXTRA SKILL POINTS		28		
SKILLS (Skill Points)				REQUIREMENT		
87 Muspell (10), 148 Agility Boost(15)				+ Rank A		



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RIVAL MASTERS

As you visit the different islands you will run into rival masters that are ready for a fight. The monsters that each rival has changes as the game progresses, according to what period of time you are in. They are as follows:

UP UNTIL THE SPECIAL BATTLE TAKES PLACE AT THE BATTLE ARENA

**UNTIL THE MONSTER SCOUT CHALLENGE FINALS TAKE PLACE
AFTER THE MAIN GAME IS COMPLETE**



The rivals' monsters will get stronger as you get stronger. For example, during the first period of time their monsters are around level 5. But, if you are well above this, they will get stronger. How their stats increase is dependent on which master it is.

You are able to scout the rivals' monsters, but it is much tougher than out in the wild. There are some rare monsters with skills that you don't often see, so it may be worthwhile to try scouting some.

This section lists the islands that you can find each rival during each time period in the game. During the third time period (complete game), no rivals will show up on Infern Isle.



SWEETIE

Locations
XEROPH, PALAISH, INFERN, CELESTE, FERT

Until Special Battle at Battle Arena

REWARD FOR WIN: OOMPH POWDER, 10 GOLD

2 BUBBLE SLIME(LEADER)



RANK
F E D C B A S

MAGIC Tongue Lashing

EASE OF SCOUTING 2

SKILLS 56 Icemeister, 145 Defence Boost, 148 Agility Boost

4 HEALSLIME



RANK
F E D C B A S

MAGIC Paralysing Punch

EASE OF SCOUTING 2

SKILLS 82 Assassin, 145 Defence Boost, 148 Agility Boost

38 HAMMERHOOD



RANK
F E D C B A S

MAGIC Helm Splitter

EASE OF SCOUTING 2

SKILLS 92 Berserker, 145 Defence Boost, 148 Agility Boost

87 SATYR



RANK
F E D C B A S

MAGIC Sweet Breath

EASE OF SCOUTING 2

SKILLS 79 Bad Breath, 145 Defence Boost, 148 Agility Boost

149 IMP



RANK
F E D C B A S

MAGIC Tongue Lashing

EASE OF SCOUTING 2

SKILLS 56 Icemeister, 145 Defence Boost, 148 Agility Boost

Until Challenge Finals

REWARD FOR WIN: THINK NEGATIVE, 50 GOLD

2 BUBBLE SLIME (LEADER)



RANK
F E D C B A S

MAGIC Sweet Breath

EASE OF SCOUTING 1

SKILLS 66 Fortifier, 95 Nightmare, 176 Sleep Ward

17 CURESLIME



RANK
F E D C B A S

MAGIC Dazzle, Sweet Breath

EASE OF SCOUTING 1

SKILLS 6 Hypnotist, 95 Nightmare, 176 Sleep Ward

131 PUPPETEER



RANK
F E D C B A S

MAGIC Zam, Sweet Breath

EASE OF SCOUTING 1

SKILLS 58 Dark Knight, 95 Nightmare, 176 Sleep Ward

153 DANCING DEVIL



RANK
F E D C B A S

MAGIC Sweet Breath, Hallowed Slash, Frost Slash

EASE OF SCOUTING 1

SKILLS 52 Darklight Slashes, 95 Nightmare, 176 Sleep Ward

155 LESSER DEMON



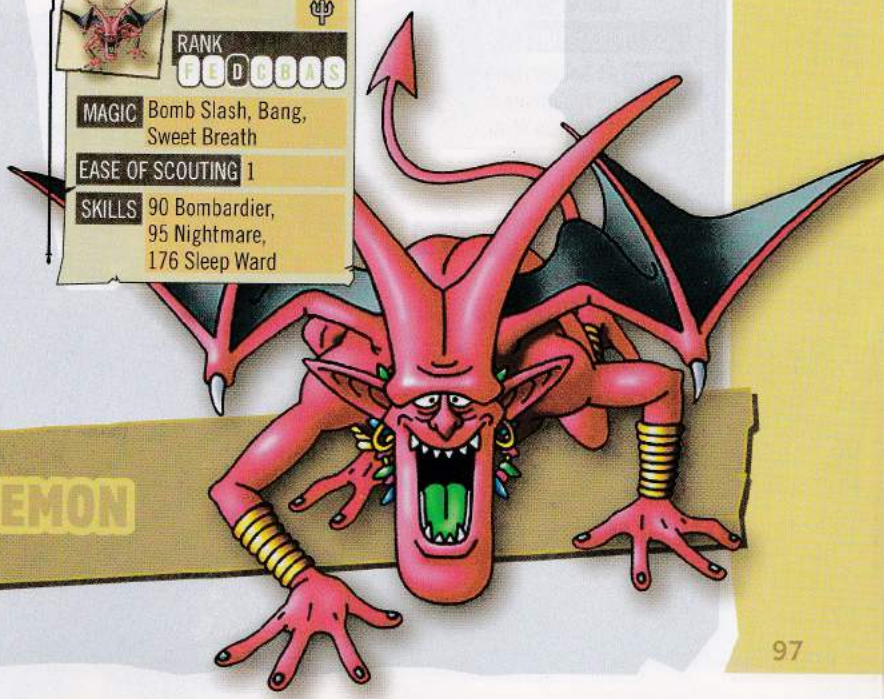
RANK
F E D C B A S

MAGIC Bomb Slash, Bang, Sweet Breath

EASE OF SCOUTING 1

SKILLS 90 Bombardier, 95 Nightmare, 176 Sleep Ward

LESSER DEMON



Monster Scout
Proficiency Test

Battle Arena

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Bonus Monsters
and Items



STUMPCHUMP

GARDINI

Locations

XEROPH, PALAISH, INFERN, CELESTE

After Ending Credits

REWARD FOR WIN: THINK NEGATIVE, 100 GOLD

Until the Special Battle at Battle Arena

REWARD FOR WIN: INSULADE, 10 GOLD

94 NIGHT EMPEROR (LEADER)

 **RANK** FEDCBAS

MAGIC Sweet Breath, Bang

EASE OF SCOUTING 0.5

SKILLS 90 Bombardier, 95 Nightmare, 176 Sleep Ward

101 NOTSO MACHO

 **RANK** FEDCBAS

MAGIC Sweet Breath

EASE OF SCOUTING 0.5

SKILLS 83 Huntsman, 95 Nightmare, 176 Sleep Ward

175 STUMP CHUMP (LEADER)

 **RANK** FEDCBAS

MAGIC Snooze

EASE OF SCOUTING 2.5

SKILLS 76 Hypnotist, 148 Agility Boost, 151 Wisdom Boost

57 CAPSICHUM

 **RANK** FEDCBAS

MAGIC Heal

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 148 Agility Boost, 151 Wisdom Boost

75 GORERILLA

 **RANK** FEDCBAS

MAGIC Mercurial Thrust, Dodgy Dance, Sweet Breath

EASE OF SCOUTING 0.5

SKILLS 84 Bounty Hunter, 95 Nightmare, 176 Sleep Ward

16 KING SLIME

 **RANK** FEDCBAS

MAGIC Sweet Breath, Dodgy Dance, Fuddle Dance

EASE OF SCOUTING 0.5

SKILLS 89 Dancer, 95 Nightmare, 161 Thunder Ward

122 WAX MURDERER

 **RANK** FEDCBAS

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 55 Wind Blower, 148 Agility Boost, 151 Wisdom Boost

173 GHOST

 **RANK** FEDCBAS

MAGIC Fire Breath

EASE OF SCOUTING 2.5

SKILLS 40 Fire, 148 Agility Boost, 151 Wisdom Boost

78 RIPTIDE

 **RANK** FEDCBAS

MAGIC Shadow Slash, Weakening Wallop, Sweet Breath

EASE OF SCOUTING 0.5

SKILLS 58 Dark Knight, 95 Nightmare, 176 Sleep Ward

147 WINKY

 **RANK** FEDCBAS

MAGIC Poisonous Poke, Poison Breath

EASE OF SCOUTING 2.5

SKILLS 104 Graveheart, 148 Agility Boost, 151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: SAGE'S ELIXIR, 50 GOLD

After Ending Credits

REWARD FOR WIN: SEED OF SKILL, 100 GOLD

7 TREEFACE (LEADER)



RANK **F E D C B A S**

MAGIC Sap, Decelerate

EASE OF SCOUTING 1

SKILLS 68 Saboteur, 148 Agility Boost, 167 Dazzle Ward

175 STUMP CHUMP



RANK **F E D C B A S**

MAGIC Heart Breaker, Snooze

EASE OF SCOUTING 1

SKILLS 109 Hive Mind, 148 Agility Boost, 167 Dazzle Ward

71 TREEFACE (LEADER)



RANK **F E D C B A S**

MAGIC Bemusing Breath, Burning Breath

EASE OF SCOUTING 0.5

SKILLS 79 Bad Breath, 149 Agility Boost II, 167 Dazzle Ward

176 FUNGHOUL



RANK **F E D C B A S**

MAGIC Multiheal, Zapple

EASE OF SCOUTING 1

SKILLS 97 Cleric, 149 Agility Boost II, 167 Dazzle Ward

175 SHADOW



RANK **F E D C B A S**

MAGIC Kafizzle, Zam

EASE OF SCOUTING 1

SKILLS 105 Diabolist, 148 Agility Boost, 167 Dazzle Ward

179 MUMMY BOY



RANK **F E D C B A S**

MAGIC Sweet Breath, Poison Breath

EASE OF SCOUTING 1

SKILLS 79 Bad Breath, 148 Agility Boost, 167 Dazzle Ward

192 WAILIN' WEED



RANK **F E D C B A S**

MAGIC Mist Me, Crackle, Amor Seco Rain

EASE OF SCOUTING 0.5

SKILLS 98 Aquapothecary, 149 Agility Boost II, 167 Dazzle Ward

187 PHANTOM SWORDSMAN



RANK **F E D C B A S**

MAGIC Blinding Blow, Breathtaking Bash, Helm Splitter

EASE OF SCOUTING 0.5

SKILLS 80 Diminisher, 149 Agility Boost II, 167 Dazzle Ward

31 PHANTOM FENCER



RANK **F E D C B A S**

MAGIC Poisonous Poke, Paralysing Punch

EASE OF SCOUTING 1

SKILLS 77 Toxifier, 148 Agility Boost, 167 Dazzle Ward

190 SOULSPAWN



RANK **F E D C B A S**

MAGIC War Cry, Flame Slash, Lightning Slash

EASE OF SCOUTING 0.5

SKILLS 106 Dragon Lore, 149 Agility Boost II, 167 Dazzle Ward



SOULSPAWN

Monster Scout
Proficiency Test

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Bonus Monsters
and Items

VICTORIA

Locations

XEROPH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

5 SHE-SLIME (LEADER)

 **RANK**
F E D C B A S

MAGIC Frizz

EASE OF SCOUTING 2

SKILLS 1 Frizz & Bang,
142 Attack Boost,
148 Agility Boost

174 FIRESPIRIT

 **RANK**
F E D C B A S

MAGIC Frizz

EASE OF SCOUTING 2

SKILLS 1 Frizz & Bang,
142 Attack Boost,
148 Agility Boost

32 ARGON LIZARD

 **RANK**
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 53 Fire Fighter,
142 Attack Boost,
148 Agility Boost

119 SPITNIK

 **RANK**
F E D C B A S

MAGIC Dazzleflash, Flame Slash

EASE OF SCOUTING 2.5

SKILLS 1 Frizz & Bang,
145 Defence Boost,
148 Agility Boost

60 CRABID

 **RANK**
F E D C B A S

MAGIC Buff

EASE OF SCOUTING 2.5

SKILLS 109 Hive Mind,
142 Attack Boost,
148 Agility Boost

5 SHE-SLIME (LEADER)

 **RANK**
F E D C B A S

MAGIC Bomb Slash, Frizzle

EASE OF SCOUTING 1

SKILLS 1 Frizz & Bang,
143 Attack Boost II,
148 Agility Boost

119 SPITNIK

 **RANK**
F E D C B A S

MAGIC Helm Splitter

EASE OF SCOUTING 1

SKILLS 92 Berserker,
143 Attack Boost II,
148 Agility Boost

117 DANCING FLAME

 **RANK**
F E D C B A S

MAGIC Oomph, Hatchet Man

EASE OF SCOUTING 1

SKILLS 62 Champion,
143 Attack Boost II,
148 Agility Boost

40 RED DRAGON

 **RANK**
F E D C B A S

MAGIC Flame Breath

EASE OF SCOUTING 1

SKILLS 0 Fire,
143 Attack Boost II,
148 Agility Boost

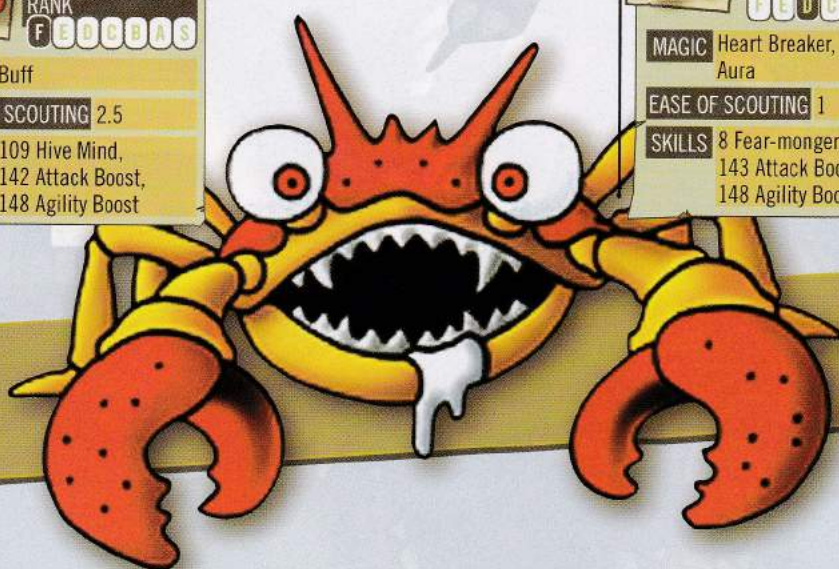
155 LESSER DEMON

 **RANK**
F E D C B A S

MAGIC Heart Breaker, Spooky Aura

EASE OF SCOUTING 1

SKILLS 8 Fear-monger,
143 Attack Boost II,
148 Agility Boost



CRABID

MUDDY HAND



GRANDEAD

Locations

INFANT, XEROPH, CELESTE, FERT

After Ending Credits

REWARD FOR WIN: SEED OF DEFENCE, 100 GOLD

1 BESHEMOTH SLIME (LEADER)

RANK
F E D C B A S

MAGIC Boom, Helm Splitter, Kafrizz

EASE OF SCOUTING 0.5

SKILLS 2 Frizz & Bang II, 92 Berserker, 143 Attack Boost II

45 GREAT ARGON LIZARD

RANK
F E D C B A S

MAGIC Frizzle, Mercurial Thrust, Paralysing Punch, Sleep Sock

EASE OF SCOUTING 0.5

SKILLS 1 Frizz & Bang, 82 Assassin, 143 Attack Boost II

33 NARDRAGON

RANK
F E D C B A S

MAGIC War Cry, Hustle Dance, Flame Breath

EASE OF SCOUTING 0.5

SKILLS 40 Fire, 91 Toughie, 143 Attack Boost II

152 DESSERT DEMON

RANK
F E D C B A S

MAGIC Blinding Blow, Baffling Bonk, Kafizzle

EASE OF SCOUTING 0.5

SKILLS 81 Guerrilla, 105 Diabolist, 143 Attack Boost II

21 KING CURESLIME

RANK
F E D C B A S

MAGIC Flame Slash, Kafrizz, Inferno

EASE OF SCOUTING 0.5

SKILLS 41 Fire II, 143 Attack Boost II, 152 Wisdom Boost II

177 MUDDY HAND (LEADER)

RANK
F E D C B A S

MAGIC Frizz, Zam

EASE OF SCOUTING 2.5

SKILLS 10 Frizz & Zam, 145 Defence Boost, 151 Wisdom Boost

178 DEMONRIDER

RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 22 Bang & Zam, 145 Defence Boost, 151 Wisdom Boost

173 GHOST

RANK
F E D C B A S

MAGIC Sage's Elixir, 50 gold

EASE OF SCOUTING 2

SKILLS 67 Enfeeblor, 145 Defence Boost, 151 Wisdom Boost

174 FIRESPIRIT

RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 61 Cleanser, 145 Defence Boost, 151 Wisdom Boost

179 MUMMY BOY

RANK
F E D C B A S

MAGIC Sap, Decelerate

EASE OF SCOUTING 2.5

SKILLS 68 Saboteur, 145 Defence Boost, 151 Wisdom Boost

Monster Scout
Proficiency Test

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and Items

Until Challenge Finals

REWARD FOR WIN: ANTIDOTAL HERB, 50 GOLD

37 SKELETON (LEADER)



RANK
F E D C B A S

MAGIC Zammle, Shade Slash, Wave of Panic

EASE OF SCOUTING 1

SKILLS 86 Cursader, 142 Attack Boost, 166 Whack Ward

174 FIRESPIRIT



RANK
F E D C B A S

MAGIC Shade Slash, Flame Slash

EASE OF SCOUTING 1

SKILLS 68 Saboteur, 145 Defence Boost, 151 Wisdom Boost

37 SKELETON (LEADER)



RANK
F E D C B A S

MAGIC Zammle, Chilly Breath

EASE OF SCOUTING 0.5

SKILLS 88 Niflheim, 143 Attack Boost II, 166 Whack Ward

179 MUMMY BOY



RANK
F E D C B A S

MAGIC Break-dance Beat, Weird Dance, Breathtaking Bash, Stupefying Strike

EASE OF SCOUTING 1

SKILLS 66 Fortifier, 143 Attack Boost II, 166 Whack Ward

188 SKELETON SOLDIER



RANK
F E D C B A S

MAGIC Bomb Slash, Hallowed Slash, Frost Slash

EASE OF SCOUTING 1

SKILLS 51 Iceplosion Slashes, 142 Attack Boost, 166 Whack Ward

181 PHANTOM FENCER



RANK
F E D C B A S

MAGIC Zam, Bang

EASE OF SCOUTING 1

SKILLS 22 Bang & Zam, 142 Attack Boost, 166 Whack Ward

195 BONE BARON



RANK
F E D C B A S

MAGIC Inferno, Cold Blizzard

EASE OF SCOUTING 0.5

SKILLS 46 Breath, 143 Attack Boost II, 166 Whack Ward

133 MIMIC



RANK
F E D C B A S

MAGIC Follow Suit

EASE OF SCOUTING 0.5

SKILLS 100 Mime, 143 Attack Boost II, 166 Whack Ward

186 HELLHOUND



RANK
F E D C B A S

MAGIC Zam, Crack

EASE OF SCOUTING 1

SKILLS 37 Crack & Zam, 142 Attack Boost, 166 Whack Ward

190 SOULSPAWN

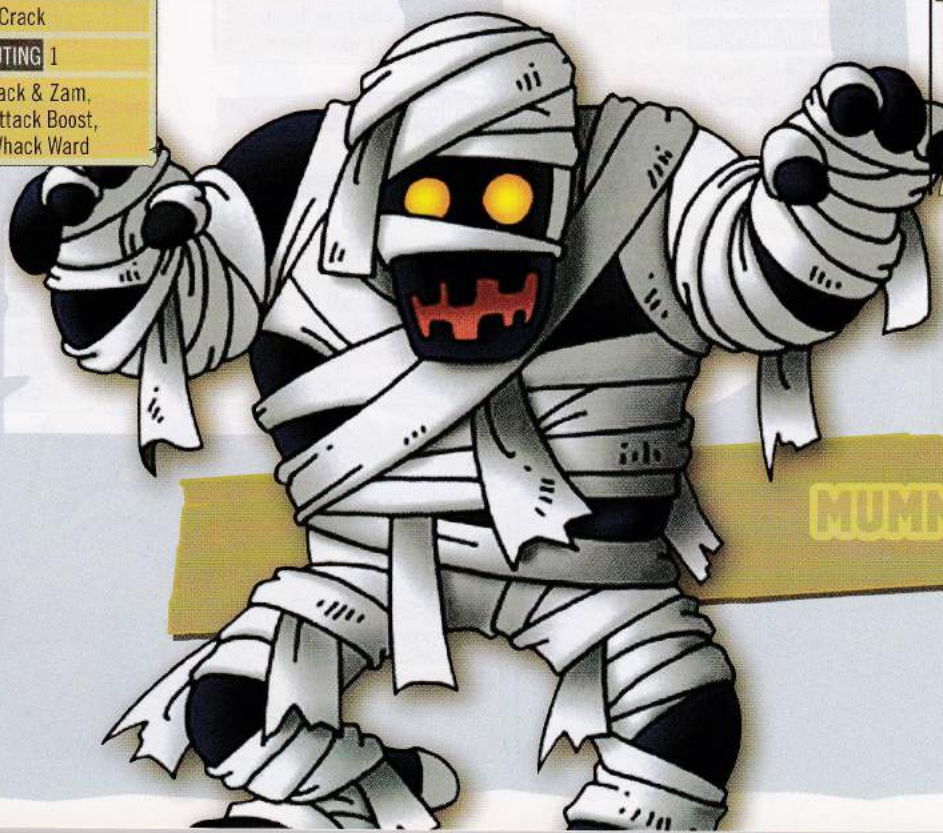


RANK
F E D C B A S

MAGIC Cool Breath, Whack

EASE OF SCOUTING 0.5

SKILLS 94 Reaper, 143 Attack Boost II, 166 Whack Ward



MUMMY BOY

METAL SLIME



OREPHELIA

Locations

INFANT, XEROPH, PALAISH, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: MAGIC ELIXIR, 10 GOLD

Until Challenge Finals

REWARD FOR WIN: SEED OF WISDOM, 50 GOLD

7 SNAIL SLIME (LEADER)

 **RANK**
F E D C B A S

MAGIC Defending Champion, Sap

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 145 Defence Boost, 151 Wisdom Boost

59 SCORPION

 **RANK**
F E D C B A S

MAGIC Poisonous Poke

EASE OF SCOUTING 2.5

SKILLS 109 Hive Mind, 145 Defence Boost, 151 Wisdom Boost

18 LIQUID METAL SLIME (LEADER)

 **RANK**
F E D C B A S

MAGIC Paralysing Punch, Poisonous Poke, Dim, Sag

EASE OF SCOUTING 0.5

SKILLS 67 Enfeeblor, 77 Toxifier, 149 Agility Boost II

44 METAL DRAGON

 **RANK**
F E D C B A S

MAGIC Sap, Decelerate, Dazzle, Snooze

EASE OF SCOUTING 1

SKILLS 68 Saboteur, 76 Hypnotist, 149 Agility Boost II

60 CRABID

 **RANK**
F E D C B A S

MAGIC Buff

EASE OF SCOUTING 2.5

SKILLS 110 Materialist, 145 Defence Boost, 151 Wisdom Boost

10 METAL SLIME

 **RANK**
F E D C B A S

MAGIC Frizz

EASE OF SCOUTING --

SKILLS --

11 METAL SLIME KNIGHT

 **RANK**
F E D C B A S

MAGIC Slowing Slug, Heart Breaker, Weakening Wallop

EASE OF SCOUTING 1

SKILLS 80 Diminisher, 81 Guerrilla, 149 Agility Boost II

130 HUNTER MECH

 **RANK**
F E D C B A S

MAGIC Oomph, Accelerate, Paralysing Punch, Sleep Sock

EASE OF SCOUTING 1

SKILLS 72 Anti-metal, 82 Assassin, 149 Agility Boost II

18 LIQUID METAL SLIME

 **RANK**
F E D C B A S

MAGIC Bang

EASE OF SCOUTING --

SKILLS --

73 BEETLEBOY

 **RANK**
F E D C B A S

MAGIC Bomb Slash, Bang

EASE OF SCOUTING 1

SKILLS 54 Boom Boxer, 142 Attack Boost, 149 Agility Boost II

Monster School Proficiency Test

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After Ending Credits

REWARD FOR WIN: SEED OF WISDOM, 100 GOLD

24 METAL KING SLIME (LEADER)



RANK FEDCBAS

MAGIC Dim, Sag, Shade Slash, Frost Slash

EASE OF SCOUTING 0.5

SKILLS 38 Crack & Zam II, 67 Enfeebl, 149 Agility Boost II

44 METAL DRAGON



RANK FEDCBAS

MAGIC Slowing Slug, Helm Splitter, Dazzleflash, Hallowed Slash

EASE OF SCOUTING 0.5

SKILLS 57 White Knight, 68 Saboteur, 149 Agility Boost II

130 HUNTER MECH



RANK FEDCBAS

MAGIC Sleep Sock, Mercurial Thrust, Slowing Slug, Weakening Wallop

EASE OF SCOUTING 0.5

SKILLS 80 Diminisher, 82 Assassin, 149 Agility Boost II

24 METAL KING SLIME



RANK FEDCBAS

MAGIC Kafizzle, Kaboom, Magic Frailty, Kamikazee

EASE OF SCOUTING 0.5

SKILLS 70 Antimagic II, 90 Bombardier, 149 Agility Boost II

133 MIMIC



RANK FEDCBAS

MAGIC Helm Splitter, Dodgy Dance, Gust Slash, Katrizz

EASE OF SCOUTING 0.5

SKILLS 53 Fire Fighter, 55 Wind Blower, 149 Agility Boost II



JAILCAT

CHRISTOUGH

Locations

PALAISH, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

90 CHAININE (LEADER)



RANK FEDCBAS

MAGIC None

EASE OF SCOUTING 2

SKILLS 142 Attack Boost, 145 Defence Boost, 148 Agility Boost

85 PLATYPUNK



RANK FEDCBAS

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 54 Boom Boxer, 142 Attack Boost, 145 Defence Boost

64 JAILCAT



RANK FEDCBAS

MAGIC Frost Slash

EASE OF SCOUTING 2

SKILLS 56 Icemeister, 142 Attack Boost, 145 Defence Boost

88 HAMMERHOOD



RANK FEDCBAS

MAGIC Psyche Up

EASE OF SCOUTING 2

SKILLS 91 Toughie, 142 Attack Boost, 145 Defence Boost

95 WEARTIGER



RANK FEDCBAS

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 91 Toughie, 142 Attack Boost, 145 Defence Boost

Until Challenge Finals

REWARD FOR WIN: SEED OF DEFENCE, 50 GOLD

After Ending Credits

REWARD FOR WIN: OOMPH POWDER, 100 GOLD

CHAININE (LEADER)



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
145 Defence Boost,
75 Paralysis Ward

WEARTIGER



RANK
F E D C B A S

MAGIC War Cry, Boom

EASE OF SCOUTING 1

SKILLS 54 Boom Boxer,
142 Attack Boost,
175 Paralysis Ward

CHAININE (LEADER)



RANK
F E D C B A S

MAGIC Bemusing Breath

EASE OF SCOUTING 0.5

SKILLS 79 Bad Breath,
143 Attack Boost II,
175 Paralysis Ward

FENCING FOX



RANK
F E D C B A S

MAGIC Paralysing Punch,
Mercurial Thrust

EASE OF SCOUTING 0.5

SKILLS 82 Assassin,
143 Attack Boost II,
175 Paralysis Ward

DRAGURN



RANK
F E D C B A S

MAGIC Gust Slash, Swoosh

EASE OF SCOUTING 1

SKILLS 55 Wind Blower,
142 Attack Boost,
175 Paralysis Ward

DESSERT DEMON



RANK
F E D C B A S

MAGIC Sandstorm

EASE OF SCOUTING 1

SKILLS 91 Toughie,
142 Attack Boost,
175 Paralysis Ward

GORERILLA



RANK
F E D C B A S

MAGIC Hustle Dance

EASE OF SCOUTING 0.5

SKILLS 91 Toughie,
143 Attack Boost II,
175 Paralysis Ward

BOSS TROLL



RANK
F E D C B A S

MAGIC Psyche Up, Kaboom

EASE OF SCOUTING 0.5

SKILLS 54 Boom Boxer,
143 Attack Boost II,
175 Paralysis Ward

NOTSO MACHO



RANK
F E D C B A S

MAGIC Sleep Sock

EASE OF SCOUTING 1

SKILLS 83 Huntsman,
142 Attack Boost,
175 Paralysis Ward

GIGANTES



RANK
F E D C B A S

MAGIC Flame Slash, Helm
Splitter

EASE OF SCOUTING 0.5

SKILLS 53 Fire Fighter,
143 Attack Boost II,
175 Paralysis Ward



GORERILLA

Monster Scout
Proficiency Test

Battle Arena

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Bonus Monsters
and Items

FAUNA


Locations

INFANT, XEROPH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

62 SPIKED HARE (LEADER)




RANK
F E D C B A S

MAGIC Psyche Up

EASE OF SCOUTING 2

SKILLS 83 Huntsman,
142 Attack Boost,
151 Wisdom Boost

146 LIPS




RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 59 Healer,
142 Attack Boost,
151 Wisdom Boost

87 SATYR




RANK
F E D C B A S

MAGIC Snooze

EASE OF SCOUTING 2.5

SKILLS 76 Hypnotist,
142 Attack Boost,
151 Wisdom Boost

151 FROGFACE



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 53 Fire Fighter,
142 Attack Boost,
151 Wisdom Boost

59 SCORPION



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 54 Boom Boxer,
142 Attack Boost,
151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: SEED OF LIFE, 50 GOLD

73 BEETLEBOY (LEADER)



RANK
F E D C B A S

MAGIC Psyche Up, Poisonous
Poke

EASE OF SCOUTING 1

SKILLS 77 Toxifier,
148 Agility Boost,
152 Wisdom Boost II

151 FROGFACE



RANK
F E D C B A S

MAGIC Magic Frailty, Fizzle,
Frizz

EASE OF SCOUTING 1

SKILLS 1 Frizz & Bang,
69 Antimagic,
152 Wisdom Boost II

59 SCORPION



RANK
F E D C B A S

MAGIC Sandstorm, Kabuff

EASE OF SCOUTING 1

SKILLS 74 Barricade,
91 Toughie,
152 Wisdom Boost II

182 FLYGUY



RANK
F E D C B A S

MAGIC Snooze, Cool Breath

EASE OF SCOUTING 1

SKILLS 96 Cold Sleep,
148 Agility Boost,
152 Wisdom Boost II

66 HELL HORNET



RANK
F E D C B A S

MAGIC Helm Splitter, Zam,
Cool Breath

EASE OF SCOUTING 1

SKILLS 94 Reaper,
148 Agility Boost,
152 Wisdom Boost II

HELL HORNET



After Ending Credits

REWARD FOR WIN: YGGDRASIL DEW, 100 GOLD

176 FUNGHOUL (LEADER)



RANK
F E D C B A S

MAGIC Psyche Up, Penny Pincher, Sleep Sock

EASE OF SCOUTING 0.5

SKILLS 77 Toxifier, 83 Huntsman, 152 Wisdom Boost II

60 CRABID



RANK
F E D C B A S

MAGIC Oomph, Multiheal

EASE OF SCOUTING 0.5

SKILLS 62 Champion, 97 Cleric, 152 Wisdom Boost II

74 GIANT MOTH



RANK
F E D C B A S

MAGIC Sandstorm, Cool Breath, Whack

EASE OF SCOUTING 0.5

SKILLS 73 Bolsterer, 94 Reaper, 152 Wisdom Boost II

59 SCORPION



RANK
F E D C B A S

MAGIC Sleep Sock, Kafizzle

EASE OF SCOUTING 0.5

SKILLS 70 Antimagic II, 82 Assassin, 152 Wisdom Boost II

66 HELL HORNET



RANK
F E D C B A S

MAGIC Fuddle Dance

EASE OF SCOUTING 0.5

SKILLS 89 Dancer, 149 Agility Boost II, 152 Wisdom Boost II

MAGGIE

Locations

INFANT, XEROPH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: MAGIC ELIXIR, 10 GOLD

150 LUMP WIZARD (LEADER)



RANK
F E D C B A S

MAGIC Crack, Zam

EASE OF SCOUTING 2

SKILLS 37 Crack & Zam, 145 Defence Boost, 151 Wisdom Boost

4 HEALSLIME



RANK
F E D C B A S

MAGIC Heal

EASE OF SCOUTING 2

SKILLS 63 Defender, 145 Defence Boost, 151 Wisdom Boost

173 GHOST



RANK
F E D C B A S

MAGIC Fizzle

EASE OF SCOUTING 2

SKILLS 75 Seal, 145 Defence Boost, 151 Wisdom Boost

149 IMP



RANK
F E D C B A S

MAGIC Bang, Woosh

EASE OF SCOUTING 2

SKILLS 16 Bang & Crack, 25 Woosh & Crack, 151 Wisdom Boost

87 SATYR



RANK
F E D C B A S

MAGIC Weird Dance

EASE OF SCOUTING 2

SKILLS 89 Dancer, 145 Defence Boost, 151 Wisdom Boost

GHOST



Monster Scout Proficiency Test
Battle Arena
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Bonus Monsters and Items

Until Challenge Finals

REWARD FOR WIN: SEED OF AGILITY, 50 GOLD

150 LUMP WIZARD (LEADER)



RANK
F E D C B A S

MAGIC Frizz, Crack, Woosh, Bang

EASE OF SCOUTING 1

SKILLS 4 Frizz & Woosh, 16 Bang & Crack, 170 Antimagic Ward

17 CURESLIME



RANK
F E D C B A S

MAGIC Sag, Buff

EASE OF SCOUTING 1

SKILLS 63 Defender, 67 Enfeebler, 170 Antimagic Ward

161 FALLEN PRIEST



RANK
F E D C B A S

MAGIC Cool Breath, Fire Breath, Fizzle

EASE OF SCOUTING 1

SKILLS 69 Antimagic, 106 Dragon Lore, 170 Antimagic Ward

12 ANGEL SLIME



RANK
F E D C B A S

MAGIC Dazzleflash, Zap, Crack

EASE OF SCOUTING 1

SKILLS 34 Crack & Zap, 63 Defender, 170 Antimagic Ward

19 DARK SLIME



RANK
F E D C B A S

MAGIC Accelerate, Shade Slash, Zam

EASE OF SCOUTING 1

SKILLS 58 Dark Knight, 64 Speedster, 170 Antimagic Ward

After Ending Credits

REWARD FOR WIN: SPEED OF SEED, 100 GOLD

150 LUMP WIZARD (LEADER)



RANK
F E D C B A S

MAGIC Frizzle, Crackle, Swoosh, Boom

EASE OF SCOUTING 0.5

SKILLS 5 Frizz & woosh II, 17 Bang & Crack II, 170 Antimagic Ward

17 CURESLIME



RANK
F E D C B A S

MAGIC Kabuff, Multiheal

EASE OF SCOUTING 0.5

SKILLS 60 Cure-all, 63 Defender, 170 Antimagic Ward

159 WRECKTOR



RANK
F E D C B A S

MAGIC Fizzle, Kazam, Whack

EASE OF SCOUTING 0.5

SKILLS 75 Seal, 86 Cursader, 170 Antimagic Ward

155 LESSER DEMON



RANK
F E D C B A S

MAGIC Bomb Slash, Frizzle, Boom

EASE OF SCOUTING 0.5

SKILLS 2 Frizz & Bang II, 54 Boom Boxer, 170 Antimagic Ward

24 METAL KING SLIME



RANK
F E D C B A S

MAGIC Sandstorm, Zammle

EASE OF SCOUTING 0.5

SKILLS 11 Frizz & Zam II, 73 Bolsterer, 170 Antimagic Ward

LUMP WIZARD



NICK

Locations

INFANT, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

Until Challenge Finals

REWARD FOR WIN: ANTIDOTAL HERB, 50 GOLD

174 FIRESPIRIT (LEADER)



RANK **FEDCBAS**

MAGIC Frizz

EASE OF SCOUTING 2

SKILLS 4 Frizz & Woosh,
84 Bounty Hunter,
151 Wisdom Boost

119 SPITNIK



RANK **FEDCBAS**

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 13 Bang & Woosh,
84 Bounty Hunter,
151 Wisdom Boost

174 FIRESPIRIT (LEADER)



RANK **FEDCBAS**

MAGIC Frizzle, Penny Pincher,
Woosh

EASE OF SCOUTING 1

SKILLS 4 Frizz & Woosh,
84 Bounty Hunter,
154 Frizz Ward

150 LUMP WIZARD



RANK **FEDCBAS**

MAGIC Frizzle, Penny Pincher,
Zam

EASE OF SCOUTING 1

SKILLS 10 Frizz & Zam,
84 Bounty Hunter,
154 Frizz Ward

150 LUMP WIZARD



RANK **FEDCBAS**

MAGIC Woosh

EASE OF SCOUTING 2

SKILLS 4 Frizz & Woosh,
84 Bounty Hunter,
151 Wisdom Boost

5 SHE-SLIME



RANK **FEDCBAS**

MAGIC None

EASE OF SCOUTING 2

SKILLS 84 Bounty Hunter,
104 Graveheart,
151 Wisdom Boost

152 DESSERT DEMON



RANK **FEDCBAS**

MAGIC Frizzle, Penny Pincher,
Bang

EASE OF SCOUTING 1

SKILLS 1 Frizz & Bang,
84 Bounty Hunter,
154 Frizz Ward

10 METAL SLIME



RANK **FEDCBAS**

MAGIC Frizz, Penny Pincher,
Fire Breath

EASE OF SCOUTING 0.5

SKILLS 40 Fire,
84 Bounty Hunter,
154 Frizz Ward

6 DRAKE SLIME



RANK **FEDCBAS**

MAGIC Flame Slash

EASE OF SCOUTING 2

SKILLS 53 Fire Fighter,
84 Bounty Hunter,
151 Wisdom Boost

5 SHE-SLIME



RANK **FEDCBAS**

MAGIC Frizz, Penny Pincher,
Fire Breath

EASE OF SCOUTING 1

SKILLS 40 Fire,
84 Bounty Hunter,
154 Frizz Ward

Monster Scout
Proficiency Test

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Bonus Monsters
and Items



KING SLIME

After Ending Credits

REWARD FOR WIN: SEED OF LIFE, 100 GOLD

117 DANCING FLAME(LEADER)

RANK
F E D C B A S

MAGIC Flame Slash, Penny Pincher, Kafrizz

EASE OF SCOUTING 0.5

SKILLS 5 Frizz & woosh II, 84 Bounty Hunter, 154 Frizz Ward

150 LUMP WIZARD

RANK
F E D C B A S

MAGIC Flame Slash, Frizzle, Zammle

EASE OF SCOUTING 0.5

SKILLS 11 Frizz & Zam II, 84 Bounty Hunter, 154 Frizz Ward

167 BELIAL

RANK
F E D C B A S

MAGIC Flame Slash, Frizzle, Boom

EASE OF SCOUTING 0.5

SKILLS 2 Frizz & Bang II, 84 Bounty Hunter, 154 Frizz Ward

16 KING SLIME

RANK
F E D C B A S

MAGIC Penny Pincher, Flame Slash, Flame Breath

EASE OF SCOUTING 0.5

SKILLS 41 Fire II, 84 Bounty Hunter, 162 Fire Ward

14 BESHEMOTH SLIME

RANK
F E D C B A S

MAGIC Penny Pincher, Flame Slash, Flame Breath

EASE OF SCOUTING 1

SKILLS 41 Fire II, 84 Bounty Hunter, 154 Frizz Ward

DAISY

Locations

INFANT, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: DIVINE DAGGER, 10 GOLD

120 GOODYBAG(LEADER)

RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 110 Materialist, 142 Attack Boost, 151 Wisdom Boost

115 BAG O' LAUGHS

RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 75 Seal, 142 Attack Boost, 151 Wisdom Boost

122 WAX MURDERER

RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 55 Wind Blower, 142 Attack Boost, 151 Wisdom Boost

118 FROSTBURN

RANK
F E D C B A S

MAGIC Cool Breath

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 142 Attack Boost, 151 Wisdom Boost

117 DANCING FLAME

RANK
F E D C B A S

MAGIC Fire Breath

EASE OF SCOUTING 2.5

SKILLS 76 Hypnotist, 142 Attack Boost, 151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: MIRACLE MALLET, 50 GOLD

133 MIMIC (LEADER)



RANK
F E D C B A S

MAGIC Sleep Sock, Helm Splitter, Poisonous Poke

EASE OF SCOUTING 1

SKILLS 104 Graveheart, 142 Attack Boost, 174 Inaction Ward

129 DINGALING



RANK
F E D C B A S

MAGIC Shade Slash, Flame Slash, Zam

EASE OF SCOUTING 1

SKILLS 58 Dark Knight, 142 Attack Boost, 174 Inaction Ward

125 ANCHORMAN(LEADER)



RANK
F E D C B A S

MAGIC Flame Slash, Flame Breath

EASE OF SCOUTING 0.5

SKILLS 41 Fire II, 143 Attack Boost II, 175 Paralysis Ward

44 METAL DRAGON



RANK
F E D C B A S

MAGIC Poison Breath

EASE OF SCOUTING 0.5

SKILLS 77 Toxifier, 143 Attack Boost II, 175 Paralysis Ward

80 SKIPPER



RANK
F E D C B A S

MAGIC Kabuff

EASE OF SCOUTING 1

SKILLS 74 Barricade, 142 Attack Boost, 174 Inaction Ward

44 METAL DRAGON



RANK
F E D C B A S

MAGIC Fire Breath, Frizz

EASE OF SCOUTING 1

SKILLS 40 Fire, 142 Attack Boost, 174 Inaction Ward

124 ROCKBOMB



RANK
F E D C B A S

MAGIC Bomb Slash, Kamikazee

EASE OF SCOUTING 0.5

SKILLS 90 Bombardier, 143 Attack Boost II, 175 Paralysis Ward

126 GOLD GOLEM



RANK
F E D C B A S

MAGIC Reheal, Kazing

EASE OF SCOUTING 0.5

SKILLS 59 Healer, 143 Attack Boost II, 175 Paralysis Ward

130 HUNTER MECH



RANK
F E D C B A S

MAGIC Paralysing Punch, Poisonous Poke

EASE OF SCOUTING 1

SKILLS 77 Toxifier, 142 Attack Boost, 174 Inaction Ward

130 HUNTER MECH



RANK
F E D C B A S

MAGIC Flame Slash

EASE OF SCOUTING 0.5

SKILLS 10 Frizz & Zam, 143 Attack Boost II, 175 Paralysis Ward

MIMIC



Monster Scout Proficiency Test

Battle Arena

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SEEDY PLAYER

Locations

INFANT, XEROPH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

35 JARGON (LEADER)



RANK **FEDCBAS**

MAGIC None

EASE OF SCOUTING 2

SKILLS 54 Boom Boxer, 142 Attack Boost, 145 Defence Boost

85 PLATYPUNK



RANK **FEDCBAS**

MAGIC None

EASE OF SCOUTING 2

SKILLS 56 Icemeister, 142 Attack Boost, 145 Defence Boost

122 WAX MURDERER



RANK **FEDCBAS**

MAGIC Frizz

EASE OF SCOUTING 2

SKILLS 4 Frizz & Woosh, 142 Attack Boost, 145 Defence Boost

177 MUDDY HAND



RANK **FEDCBAS**

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 110 Materialist, 142 Attack Boost, 145 Defence Boost

7 SNAIL SLIME



RANK **FEDCBAS**

MAGIC Buff

EASE OF SCOUTING 2.5

SKILLS 73 Bolsterer, 142 Attack Boost, 145 Defence Boost

Until Challenge Finals

REWARD FOR WIN: SEED OF DEFENCE, 50 GOLD

8 WILD SLIME (LEADER)



RANK **FEDCBAS**

MAGIC Sleep Sock

EASE OF SCOUTING 1

SKILLS 83 Huntsman, 146 Defence Boost II, 148 Agility Boost

97 BODKIN ARCHER



RANK **FEDCBAS**

MAGIC Paralysing Punch

EASE OF SCOUTING 1

SKILLS 82 Assassin, 146 Defence Boost II, 148 Agility Boost

96 BROWNIE



RANK **FEDCBAS**

MAGIC Psyche Up, Flame Slash, Gust Slash

EASE OF SCOUTING 1

SKILLS 49 Firewind Slashes, 146 Defence Boost II, 148 Agility Boost

180 SKIPPER



RANK **FEDCBAS**

MAGIC Heal, Buff

EASE OF SCOUTING 1

SKILLS 63 Defender, 146 Defence Boost II, 148 Agility Boost

15 DRAGON SLIME



RANK **FEDCBAS**

MAGIC Cool Breath

EASE OF SCOUTING 1

SKILLS 43 Ice, 142 Attack Boost, 146 Defence Boost II

BROWNIE



After Ending Credits

REWARD FOR WIN: ANTIDOTAL HERB, 100 GOLD

WILD SLIME (LEADER)

 RANK FEDCBAS

MAGIC Paralysing Punch, Sleep Sock

EASE OF SCOUTING 1

SKILLS 82 Assassin, 83 Huntsman, 146 Defence Boost II

104 GIGANTES

 RANK FEDCBAS

MAGIC Kabuff, Blowback, Helm Splitter

EASE OF SCOUTING 0.5

SKILLS 74 Barricade, 92 Berserker, 146 Defence Boost II

2 SPIKED HARE

 RANK FEDCBAS

MAGIC Psyche Up, Weakening Wallop

EASE OF SCOUTING 1

SKILLS 80 Diminisher, 146 Defence Boost II, 149 Agility Boost II

154 HEADHUNTER

 RANK FEDCBAS

MAGIC Zapple, Multiheal

EASE OF SCOUTING 0.5

SKILLS 97 Cleric, 1 46 Defence Boost II, 149 Agility Boost II

19 DARK SLIME

 RANK FEDCBAS

MAGIC Zammle, Frizzle

EASE OF SCOUTING 0.5

SKILLS 11 Frizz & Zam II, 143 Attack Boost II, 146 Defence Boost II

DESTINY

Locations

INFANT, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: MAGIC ELIXIR, 10 GOLD

33 NARDRAGON(LEADER)

 RANK FEDCBAS

MAGIC Fire Breath

EASE OF SCOUTING 2

SKILLS 40 Fire, 142 Attack Boost, 151 Wisdom Boost

4 HEALSLIME

 RANK FEDCBAS

MAGIC Frizz, Zam, Heal

EASE OF SCOUTING 2

SKILLS 10 Frizz & Zam, 59 Healer, 151 Wisdom Boost

64 JAILCAT

 RANK FEDCBAS

MAGIC Crack, Woosh

EASE OF SCOUTING 2

SKILLS 25 Woosh & Crack, 145 Defence Boost, 151 Wisdom Boost

5 SHE-SLIME

 RANK FEDCBAS

MAGIC Fire Breath

EASE OF SCOUTING 2

SKILLS 40 Fire, 142 Attack Boost, 151 Wisdom Boost

148 SEE URCHIN

 RANK FEDCBAS

MAGIC Fizzle

EASE OF SCOUTING 2

SKILLS 75 Seal, 145 Defence Boost, 151 Wisdom Boost

Monster Scout Proficiency Test

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Until Challenge Finals

REWARD FOR WIN: SAGE'S ELIXIR, 50 GOLD

40 RED DRAGON (LEADER)



RANK
F E D C B A S

MAGIC Magic Frailty, Fizzle

EASE OF SCOUTING 1

SKILLS 69 Antimagic, 142 Attack Boost, 170 Antimagic Ward

174 FIRESPIRIT



RANK
F E D C B A S

MAGIC Frizz, Zam

EASE OF SCOUTING 1

SKILLS 10 Frizz & Zam, 151 Wisdom Boost, 170 Antimagic Ward

40 RED DRAGON (LEADER)



RANK
F E D C B A S

MAGIC Sweet Breath, Poison Breath

EASE OF SCOUTING 0.5

SKILLS 79 Bad Breath, 1 46 Defence Boost II, 170 Antimagic Ward

162 ARCHDEMON



RANK
F E D C B A S

MAGIC Bomb Slash, Boom

EASE OF SCOUTING 0.5

SKILLS 23 Bang & Zam II, 146 Defence Boost II, 170 Antimagic Ward

118 FROSTBURN



RANK
F E D C B A S

MAGIC Zapple, Crackle

EASE OF SCOUTING 1

SKILLS 34 Crack & Zap, 151 Wisdom Boost, 170 Antimagic Ward

117 DANCING FLAME



RANK
F E D C B A S

MAGIC Flame Breath, Helm Splitter, Frizz

EASE OF SCOUTING 1

SKILLS 53 Fire Fighter, 151 Wisdom Boost, 170 Antimagic Ward

20 DARK SLIME KNIGHT



RANK
F E D C B A S

MAGIC Zam, Shade Slash

EASE OF SCOUTING 0.5

SKILLS 58 Dark Knight, 146 Defence Boost II, 170 Antimagic Ward

100 DIEMON



RANK
F E D C B A S

MAGIC Gust Slash, Swoosh

EASE OF SCOUTING 0.5

SKILLS 5 Frizz & woosh II, 146 Defence Boost II, 170 Antimagic Ward

119 SPITNIK



RANK
F E D C B A S

MAGIC Bomb Slash, Zammle, Bang

EASE OF SCOUTING 1

SKILLS 22 Bang & Zam, 145 Defence Boost, 170 Antimagic Ward

19 DARK SLIME



RANK
F E D C B A S

MAGIC Frizzle, Zammle

EASE OF SCOUTING 0.5

SKILLS 11 Frizz & Zam II, 146 Defence Boost II, 170 Antimagic Ward

DANCING FLAME

NIGHT EMPEROR



WINGLE

Locations

XEROPH, PALAISH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: INSULADE, 10 GOLD

Until Challenge Finals

REWARD FOR WIN: JUMBO INSULADE, 50 GOLD

145 DRACKY (LEADER)



RANK **F E D C B A S**

MAGIC Bang

EASE OF SCOUTING 2.5

SKILLS 16 Bang & Crack, 145 Defence Boost, 148 Agility Boost

116 SHADOW



RANK **F E D C B A S**

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 76 Hypnotist, 145 Defence Boost, 148 Agility Boost

145 DRACKY (LEADER)



RANK **F E D C B A S**

MAGIC Shade Slash, Boom

EASE OF SCOUTING 1

SKILLS 16 Bang & Crack, 50 Thunderwind Slashes, 149 Agility Boost II

156 GRYPHON



RANK **F E D C B A S**

MAGIC Bemusing Breath, Burning Breath

EASE OF SCOUTING 1

SKILLS 76 Hypnotist, 142 Attack Boost, 149 Agility Boost II

61 CHIMAERA



RANK **F E D C B A S**

MAGIC Heal

EASE OF SCOUTING 2.5

SKILLS 59 Healer, 145 Defence Boost, 148 Agility Boost

6 DRAKE SLIME



RANK **F E D C B A S**

MAGIC Fire Breath

EASE OF SCOUTING 2

SKILLS 40 Fire, 145 Defence Boost, 148 Agility Boost

94 NIGHT EMPEROR



RANK **F E D C B A S**

MAGIC Zam, Midheal

EASE OF SCOUTING 1

SKILLS 31 Woosh & Zam, 59 Healer, 149 Agility Boost II

98 GARGOYLE



RANK **F E D C B A S**

MAGIC Swoosh, Cool Breath

EASE OF SCOUTING 1

SKILLS 25 Woosh & Crack, 43 Ice, 149 Agility Boost II

94 NIGHT EMPEROR



RANK **F E D C B A S**

MAGIC Snooze, Cool Breath

EASE OF SCOUTING 2

SKILLS 94 Reaper, 145 Defence Boost, 148 Agility Boost

103 SILVAPITHECUS



RANK **F E D C B A S**

MAGIC Snooze, Decelerate

EASE OF SCOUTING 1

SKILLS 55 Wind Blower, 76 Hypnotist, 149 Agility Boost II

Monster Scout
Proficiency Test

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and Items

After Ending Credits

REWARD FOR WIN: JUMBO INSULADE, 100 GOLD

157 GREAT DRACKY (LEADER)



RANK
F E D C B A S

MAGIC Bemusing Breath,
Kaboomble

EASE OF SCOUTING 1

SKILLS 17 Bang & Crack II,
76 Hypnotist,
149 Agility Boost II

156 GRYPHON



RANK
F E D C B A S

MAGIC Katizzle, Magic Frailty,
Kacrack

EASE OF SCOUTING 0.5

SKILLS 75 Seal,
88 Niflheim,
149 Agility Boost II

162 ARCHDEMON



RANK
F E D C B A S

MAGIC Cold Blizzard

EASE OF SCOUTING 1

SKILLS 44 Ice II,
143 Attack Boost II,
149 Agility Boost II

103 SILVAPITHECUS



RANK
F E D C B A S

MAGIC Multiheal, Wave of
Relief, Kaswooshle

EASE OF SCOUTING 1

SKILLS 26 Woosh & Crack II,
60 Cure-all,
149 Agility Boost II

50 GREAT DRAGON



RANK
F E D C B A S

MAGIC Kaswooshle

EASE OF SCOUTING 0.5

SKILLS 29 Woosh & Zap II,
143 Attack Boost II,
149 Agility Boost II

WYRMA

Locations

INFANT, PALAISH, INFERN, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

30 FROU-FRY (LEADER)



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 63 Defender,
145 Defence Boost,
151 Wisdom Boost

31 DRAGONTHORN



RANK
F E D C B A S

MAGIC Cool Breath

EASE OF SCOUTING 2

SKILLS 43 Ice,
145 Defence Boost,
151 Wisdom Boost

29 KOMODO



RANK
F E D C B A S

MAGIC Body Slam

EASE OF SCOUTING 2

SKILLS 91 Toughie,
145 Defence Boost,
151 Wisdom Boost

33 NARDRAGON



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 58 Dark Knight,
142 Attack Boost,
151 Wisdom Boost

32 ARGON LIZARD



RANK
F E D C B A S

MAGIC Fire Breath

EASE OF SCOUTING 2

SKILLS 53 Fire Fighter,
142 Attack Boost,
151 Wisdom Boost



KOMODO

Until Challenge Finals

REWARD FOR WIN: PANACEA, 50 GOLD

30 FROU-FRY (LEADER)



RANK **FEDCBAS**

MAGIC Frost Slash, Crackle

EASE OF SCOUTING 1

SKILLS 43 Ice, 142 Attack Boost, 152 Wisdom Boost II

41 HACKSAURUS



RANK **FEDCBAS**

MAGIC Helm Splitter, Dazzle

EASE OF SCOUTING 1

SKILLS 76 Hypnotist, 92 Berserker, 152 Wisdom Boost II

48 FROU-FROU (LEADER)



RANK **FEDCBAS**

MAGIC Cold Blizzard, Kacrack

EASE OF SCOUTING 0.5

SKILLS 44 Ice II, 143 Attack Boost II, 152 Wisdom Boost II

50 GREAT DRAGON



RANK **FEDCBAS**

MAGIC Reheal, Midheal, Zapple, Hallowed Slash

EASE OF SCOUTING 0.5

SKILLS 35 Crack & Zap II, 59 Healer, 152 Wisdom Boost II

42 SEA DRAGON



RANK **FEDCBAS**

MAGIC Sag, Flame Slash, Flame Breath

EASE OF SCOUTING 1

SKILLS 40 Fire, 67 Enfeebler, 152 Wisdom Boost II

35 JARGON



RANK **FEDCBAS**

MAGIC Burning Breath, Sandstorm

EASE OF SCOUTING 1

SKILLS 73 Bolsterer, 77 Toxifier, 152 Wisdom Boost II

47 MEGALODON



RANK **FEDCBAS**

MAGIC Venomous Volley, Magic Barrier, Kabuff

EASE OF SCOUTING 0.5

SKILLS 73 Bolsterer, 79 Bad Breath, 152 Wisdom Boost II

43 TYRANTOSAURUS



RANK **FEDCBAS**

MAGIC War Cry, Weakening Wallop, Sandstorm, Dodgy Dance

EASE OF SCOUTING 0.5

SKILLS 58 Dark Knight, 64 Speedster, 152 Wisdom Boost II

39 SEASAU



RANK **FEDCBAS**

MAGIC Decelerate, Buff, Heal

EASE OF SCOUTING 1

SKILLS 59 Healer, 68 Saboteur, 152 Wisdom Boost II

50 GREAT DRAGON



RANK **FEDCBAS**

MAGIC Flame Breath, Chilly Breath, Frost Slash

EASE OF SCOUTING 0.5

SKILLS 40 Fire, 43 Ice, 152 Wisdom Boost II



SEA DRAGON

Monster Scout
Proficiency Test

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and Items

NORM

Locations

INFANT, XEROPH, PALAISH, CELESTE

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

Until Challenge Finals

REWARD FOR WIN: THINK NEGATIVE, 50 GOLD

121 KING KELP (LEADER)



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 142 Attack Boost,
145 Defence Boost,
148 Agility Boost

58 WILD BOARFISH



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 142 Attack Boost,
145 Defence Boost,
148 Agility Boost

3 SHELL SLIME



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2.5

SKILLS 142 Attack Boost,
145 Defence Boost,
148 Agility Boost

60 CRABID



RANK
F E D C B A S

MAGIC Psyche Up

EASE OF SCOUTING 2.5

SKILLS 142 Attack Boost,
145 Defence Boost,
148 Agility Boost

99 MERMAN (LEADER)



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
143 Attack Boost II,
145 Defence Boost

100 DIEMON



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
143 Attack Boost II,
145 Defence Boost

95 WEARTIGER



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
143 Attack Boost II,
145 Defence Boost

126 GOLD GOLEM



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
143 Attack Boost II,
145 Defence Boost

148 SEE URCHIN



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 142 Attack Boost,
145 Defence Boost,
148 Agility Boost

163 BOSS TROLL



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
143 Attack Boost II,
145 Defence Boost



After Ending Credits

REWARD FOR WIN: NEUTRAL GROUND, 100 GOLD

41 MERMER (LEADER)



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 0.5

SKILLS 142 Attack Boost,
143 Attack Boost II,
144 Attack Boost III

93 JUMPING JACKAL



RANK
F E D C B A S

MAGIC Psyche Up

EASE OF SCOUTING 1

SKILLS 142 Attack Boost,
143 Attack Boost II,
144 Attack Boost III

41 HACKSAURUS



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 0.5

SKILLS 142 Attack Boost,
143 Attack Boost II,
144 Attack Boost III

104 GIGANTES



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 0.5

SKILLS 142 Attack Boost,
143 Attack Boost II,
144 Attack Boost III

152 DESSERT DEMON



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 0.5

SKILLS 142 Attack Boost,
143 Attack Boost II,
144 Attack Boost III

MILICIA

Locations

PALAISH, INVERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: WIZARD'S COIN, 10 GOLD

149 IMP (LEADER)



RANK
F E D C B A S

MAGIC Accelerate

EASE OF SCOUTING 3

SKILLS 107 Bird Brain,
142 Attack Boost,
151 Wisdom Boost

175 STUMP CHUMP



RANK
F E D C B A S

MAGIC Heal

EASE OF SCOUTING 2

SKILLS 61 Cleanser,
142 Attack Boost,
151 Wisdom Boost

118 FROSTBURN



RANK
F E D C B A S

MAGIC Cool Breath, Crack

EASE OF SCOUTING 3

SKILLS 43 Ice,
142 Attack Boost,
151 Wisdom Boost

117 DANCING FLAME



RANK
F E D C B A S

MAGIC Frizz, Flame Slash

EASE OF SCOUTING 3

SKILLS 40 Fire,
142 Attack Boost,
151 Wisdom Boost

176 FUNGHOUL



RANK
F E D C B A S

MAGIC Poison Breath

EASE OF SCOUTING 3

SKILLS 77 Toxifier,
142 Attack Boost,
151 Wisdom Boost

Monster Scout
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GOLD GOLEM

Until Challenge Finals

REWARD FOR WIN: SEED OF MAGIC, 50 GOLD

After Ending Credits

REWARD FOR WIN: SEED OF MAGIC, 100 GOLD

130 HUNTER MECH (LEADER)

RANK
F E D C B A S

MAGIC Helm Splitter

EASE OF SCOUTING 1

SKILLS 68 Saboteur,
145 Defence Boost,
152 Wisdom Boost II

44 METAL DRAGON

RANK
F E D C B A S

MAGIC Oomph, Body Slam

EASE OF SCOUTING 1

SKILLS 62 Champion,
145 Defence Boost,
152 Wisdom Boost II

185 RESTLESS ARMOUR

RANK
F E D C B A S

MAGIC Helm Splitter, Double-
edged Slash

EASE OF SCOUTING 1

SKILLS 92 Berserker,
145 Defence Boost,
152 Wisdom Boost II

126 GOLD GOLEM

RANK
F E D C B A S

MAGIC Heart Breaker

EASE OF SCOUTING 1

SKILLS 78 Fear-monger,
145 Defence Boost,
152 Wisdom Boost II

133 MIMIC

RANK
F E D C B A S

MAGIC Paralysing Punch,
Poison Poke

EASE OF SCOUTING 1

SKILLS 77 Toxifier,
145 Defence Boost,
152 Wisdom Boost II

130 HUNTER MECH (LEADER)

RANK
F E D C B A S

MAGIC Hallowed Slash,
Dazzleflash, Oomph

EASE OF SCOUTING 0.5

SKILLS 57 White Knight,
62 Champion,
152 Wisdom Boost II

137 MUM

RANK
F E D C B A S

MAGIC Helm Splitter, Flame
Slash, Oomph

EASE OF SCOUTING 0.5

SKILLS 53 Fire Fighter,
62 Champion,
152 Wisdom Boost II

138 BOH

RANK
F E D C B A S

MAGIC Woosh, Gust Slash,
Oomph

EASE OF SCOUTING 0.5

SKILLS 55 Wind Blower,
62 Champion,
152 Wisdom Boost II

132 JUM

RANK
F E D C B A S

MAGIC Bomb Slash, Slowing
Slug, Oomph

EASE OF SCOUTING 0.5

SKILLS 54 Boom Boxer,
62 Champion,
152 Wisdom Boost II

136 BOE

RANK
F E D C B A S

MAGIC Frost Slash, Breathtaking
Bash, Oomph

EASE OF SCOUTING 0.5

SKILLS 56 Icemeister,
62 Champion,
152 Wisdom Boost II

FRANCIS DRAKE

Locations

XEROPH, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

Until Challenge Finals

REWARD FOR WIN: SEED OF STRENGTH, 50 GOLD

33 JARGON (LEADER)



RANK **F E D C B A S**

MAGIC None

EASE OF SCOUTING 2

SKILLS 103 Naturalist, 142 Attack Boost, 48 Agility Boost

34 SNAPDRAGON



RANK **F E D C B A S**

MAGIC Fire Breath

EASE OF SCOUTING 2.5

SKILLS 40 Fire, 142 Attack Boost, 148 Agility Boost

35 WARDRAGON



RANK **F E D C B A S**

MAGIC None

EASE OF SCOUTING 2

SKILLS 82 Assassin, 142 Attack Boost, 148 Agility Boost

39 SEASAUR



RANK **F E D C B A S**

MAGIC Katizzle

EASE OF SCOUTING 2.5

SKILLS 75 Seal, 142 Attack Boost, 148 Agility Boost

40 DRAGONTHORN



RANK **F E D C B A S**

MAGIC Snooze

EASE OF SCOUTING 3

SKILLS 76 Hypnotist, 142 Attack Boost, 148 Agility Boost

35 JARGON (LEADER)



RANK **F E D C B A S**

MAGIC Poison Breath, Poisonous Poke

EASE OF SCOUTING 1

SKILLS 77 Toxifier, 142 Attack Boost, 176 Sleep Ward

45 GREAT ARGON LIZARD




RANK **F E D C B A S**

MAGIC Bomb Slash, Bang

EASE OF SCOUTING 90

SKILLS Bombardier, 142 Attack Boost, 176 Sleep Ward

46 ABYSS DIVER



RANK **F E D C B A S**

MAGIC Crack, Frost Slash, Tongue Lashing

EASE OF SCOUTING 1

SKILLS 56 Icemeister, 142 Attack Boost, 176 Sleep Ward

14 BESHEMOTH SLIME



RANK **F E D C B A S**

MAGIC Flame Slash, Fire Breath, Frizz

EASE OF SCOUTING 1

SKILLS 40 Fire, 142 Attack Boost, 176 Sleep Ward

42 SEA DRAGON



RANK **F E D C B A S**

MAGIC Sleep Sock, Sweet Breath

EASE OF SCOUTING 1

SKILLS 95 Nightmare, 142 Attack Boost, 176 Sleep Ward

SIDE QUESTS

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After Ending Credits

REWARD FOR WIN: SEED OF STRENGTH, 100 GOLD

35 JARGON (LEADER)



RANK
F E D C B A S

MAGIC Sleep Sock, Paralysing Punch

EASE OF SCOUTING 0.5

SKILLS 82 Assassin, 143 Attack Boost II, 176 Sleep Ward

163 BOSS TROLL



RANK
F E D C B A S

MAGIC Sandstorm

EASE OF SCOUTING 0.5

SKILLS 91 Toughie, 143 Attack Boost II, 176 Sleep Ward

104 GIGANTES



RANK
F E D C B A S

MAGIC Slowing Slug, Stupefying Strike, Weakening Wallop

EASE OF SCOUTING 0.5

SKILLS 80 Diminisher, 143 Attack Boost II, 176 Sleep Ward

94 NIGHT EMPEROR



RANK
F E D C B A S

MAGIC Zam, Helm Splitter

EASE OF SCOUTING 0.5

SKILLS 94 Reaper, 143 Attack Boost II, 176 Sleep Ward

103 SILVAPITHECUS



RANK
F E D C B A S

MAGIC Venemous Volley

EASE OF SCOUTING 0.5

SKILLS 81 Guerrilla, 143 Attack Boost II, 176 Sleep Ward

WILHELM SPLITZ

Locations

XEROPH, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: OOMPH POWDER, 10 GOLD

178 DEMONRIDER (LEADER)



RANK
F E D C B A S

MAGIC Helm Splitter

EASE OF SCOUTING 2.5

SKILLS 92 Berserker, 148 Agility Boost, 151 Wisdom Boost

122 WAX MURDERER



RANK
F E D C B A S

MAGIC Sleep Sock

EASE OF SCOUTING 2.5

SKILLS 82 Assassin, 148 Agility Boost, 151 Wisdom Boost

9 SLIME KNIGHT



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 110 Materialist, 148 Agility Boost, 151 Wisdom Boost

89 FENCING FOX



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 57 White Knight, 148 Agility Boost, 151 Wisdom Boost

91 ORC



RANK
F E D C B A S

MAGIC Accelerate

EASE OF SCOUTING 3

SKILLS 64 Speedster, 148 Agility Boost, 151 Wisdom Boost



WAXMURDERER

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and Items

PHANTOM FENCER



Until Challenge Finals

REWARD FOR WIN: POSITIVE PULLER, 50 GOLD

185 RESTLESS ARMOUR (LEADER)

RANK
F E D C B A S

MAGIC Helm Splitter,
Frost Slash

EASE OF SCOUTING 1

SKILLS 56 Icemeister,
92 Berserker,
174 Inaction Ward

102 COCKATEER

RANK
F E D C B A S

MAGIC Weakening Wallop,
Bomb Slash

EASE OF SCOUTING 1

SKILLS 54 Boom Boxer,
67 Enfeebler,
174 Inaction Ward

187 PHANTOM SWORDSMAN

RANK
F E D C B A S

MAGIC Zam, Helm Splitter,
Gust Slash

EASE OF SCOUTING 1

SKILLS 55 Wind Blower,
94 Reaper,
174 Inaction Ward

98 GARGOYLE

RANK
F E D C B A S

MAGIC Dazzle, Flame Slash

EASE OF SCOUTING 1

SKILLS 53 Fire Fighter,
76 Hypnotist,
174 Inaction Ward

181 PHANTOM FENCER

RANK
F E D C B A S

MAGIC Heart Breaker,
Shade Slash

EASE OF SCOUTING 1

SKILLS 58 Dark Knight,
81 Guerrilla,
174 Inaction Ward



NOTSO MACHO

After Ending Credits

REWARD FOR WIN: POSITIVE PULLER, 100 GOLD

160 LETHAL ARMOUR (LEADER)

RANK **F E D C B A S**

MAGIC Helm Splitter, Inferno Slash

EASE OF SCOUTING 0.5

SKILLS 49 Firewind Slashes, 92 Berserker, 174 Inaction Ward

101 NOTSO MACHO

RANK **F E D C B A S**

MAGIC Gale Slash, Weakening Wallop, Helm Splitter

EASE OF SCOUTING 0.5

SKILLS 50 Thunderwind Slashes, 80 Diminisher, 174 Inaction Ward

185 RESTLESS ARMOUR

RANK **F E D C B A S**

MAGIC Dazzle, Snooze, Sacred Slash

EASE OF SCOUTING 0.5

SKILLS 52 Darklight Slashes, 76 Hypnotist, 174 Inaction Ward

188 SKELETON SOLDIER

RANK **F E D C B A S**

MAGIC Shade Slash, Zammle, Blizzard Slash

EASE OF SCOUTING 0.5

SKILLS 51 Iceplosion Slashes, 86 Cursader, 174 Inaction Ward

195 BONE BARON

RANK **F E D C B A S**

MAGIC Kafizzle, Magic Frailty, Blizzard Slash

EASE OF SCOUTING 0.5

SKILLS 51 Iceplosion Slashes, 70 Antimagic II, 174 Inaction Ward



KING KELP

PERCY WEED

Locations

INFANT, PALAISH, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

63 KHALAMARI KID (LEADER)



RANK
F E D C B A S

MAGIC Zapple, Crackle

EASE OF SCOUTING 2

SKILLS 28 Woosh & Zap, 145 Defence Boost, 151 Wisdom Boost

148 SEE URCHIN



RANK
F E D C B A S

MAGIC Buff

EASE OF SCOUTING 2

SKILLS 110 Materialist, 145 Defence Boost, 151 Wisdom Boost

58 WILD BOARFISH



RANK
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 103 Naturalist, 145 Defence Boost, 151 Wisdom Boost

121 KING KELP



RANK
F E D C B A S

MAGIC Fuddle

EASE OF SCOUTING 2

SKILLS 66 Fortifier, 145 Defence Boost, 151 Wisdom Boost

3 SHELL SLIME



RANK
F E D C B A S

MAGIC Buff

EASE OF SCOUTING 2.5

SKILLS 73 Bolsterer, 145 Defence Boost, 151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: SPECIAL DRINK, 50 GOLD

63 KHALAMARI KID (LEADER)



RANK
F E D C B A S

MAGIC Gust Slash, Zapple

EASE OF SCOUTING 1

SKILLS 28 Woosh & Zap, 145 Defence Boost, 166 Whack Ward

99 MERMAN



RANK
F E D C B A S

MAGIC Defending Champion, Bounce

EASE OF SCOUTING 1

SKILLS 74 Barricade, 145 Defence Boost, 166 Whack Ward

60 CRABID



RANK
F E D C B A S

MAGIC Midheal, Zing, Reheal

EASE OF SCOUTING 1

SKILLS 59 Healer, 145 Defence Boost, 166 Whack Ward

121 KING KELP



RANK
F E D C B A S

MAGIC Kabuff, Ping, Oomph

EASE OF SCOUTING 1

SKILLS 66 Fortifier, 145 Defence Boost, 166 Whack Ward

158 OCTAVIAN SENTRY



RANK
F E D C B A S

MAGIC Bomb Slash, Hallowed Slash

EASE OF SCOUTING 1

SKILLS 19 Bang & Zap, 145 Defence Boost, 166 Whack Ward

SIDE QUESTS

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**KHALAMARI
KID**

After Ending Credits

REWARD FOR WIN: YGGDRASIL LEAF, 100 GOLD

63 KHALAMARI KID (LEADER)

 **RANK**
F E D C B A S

MAGIC Swoosh, Kazap

EASE OF SCOUTING 1

SKILLS 29 Woosh & Zap II,
146 Defence Boost II,
166 Whack Ward

158 OCTAVIAN SENTRY

 **RANK**
F E D C B A S

MAGIC Blizzard Slash, Sacred
Slash

EASE OF SCOUTING 0.5

SKILLS 51 Iceplosion Slashes,
146 Defence Boost II,
166 Whack Ward

39 SEASAU

 **RANK**
F E D C B A S

MAGIC Oomph, Kabuff

EASE OF SCOUTING 0.5

SKILLS 66 Fortifier,
146 Defence Boost II,
166 Whack Ward

165 GRACOS

 **RANK**
F E D C B A S

MAGIC Kaswoosh, Kacrack

EASE OF SCOUTING 0.5

SKILLS 26 Woosh & Crack II,
146 Defence Boost II,
166 Whack Ward

158 OCTAVIAN SENTRY

 **RANK**
F E D C B A S

MAGIC Zapple, Reheal, Wave
of Relief

EASE OF SCOUTING 0.5

SKILLS 59 Healer,
146 Defence Boost II,
166 Whack Ward

KELVIN KLEIN

Locations

INFANT, PALAISH, INFERN, CELESTE

Until Special Battle at Battle Arena

REWARD FOR WIN: WIZARD'S COIN, 10 GOLD

89 FENCING FOX (LEADER)

 **RANK**
F E D C B A S

MAGIC Crack

EASE OF SCOUTING 2

SKILLS 25 Woosh & Crack,
142 Attack Boost,
151 Wisdom Boost

9 SLIME KNIGHT

 **RANK**
F E D C B A S

MAGIC Crack, Cool Breath

EASE OF SCOUTING 2

SKILLS 43 Ice,
142 Attack Boost,
151 Wisdom Boost

122 WAX MURDERER

 **RANK**
F E D C B A S

MAGIC Frost Slash, Crackle

EASE OF SCOUTING 2.5

SKILLS 56 Icemeister,
142 Attack Boost,
151 Wisdom Boost

178 DEMONRIDER

 **RANK**
F E D C B A S

MAGIC Buff, Heal

EASE OF SCOUTING 2.5

SKILLS 59 Healer,
142 Attack Boost,
151 Wisdom Boost

61 CHIMAERA

 **RANK**
F E D C B A S

MAGIC Sandstorm

EASE OF SCOUTING 2

SKILLS 73 Bolsterer,
142 Attack Boost,
151 Wisdom Boost

Until Challenge Finals

REWARD FOR WIN: WIZARD'S SHILLING, 50 GOLD

After Ending Credits

REWARD FOR WIN: WIZARD'S SHILLING, 100 GOLD

89 FENCING FOX (LEADER)

RANK
F E D C B A S

MAGIC Hallowed Slash, Frost Slash, Crack

EASE OF SCOUTING 1

SKILLS 25 Woosh & Crack, 51 Iceplosion Slashes, 157 Crack Ward

11 METAL SLIME KNIGHT

RANK
F E D C B A S

MAGIC Tongue Lashing, Frost Slash, Crack

EASE OF SCOUTING 1

SKILLS 25 Woosh & Crack, 56 Icemeister, 157 Crack Ward

89 FENCING FOX (LEADER)

RANK
F E D C B A S

MAGIC Bomb Slash, Blizzard Slash, Crackle

EASE OF SCOUTING 0.5

SKILLS 26 Woosh & Crack II, 51 Iceplosion Slashes, 157 Crack Ward

158 OCTAVIAN SENTRY

RANK
F E D C B A S

MAGIC Helm Splitter, Crackle

EASE OF SCOUTING 0.5

SKILLS 26 Woosh & Crack II, 80 Diminisher, 157 Crack Ward

183 SKELETON

RANK
F E D C B A S

MAGIC Cool Breath, Crack

EASE OF SCOUTING 1

SKILLS 25 Woosh & Crack, 43 Ice, 157 Crack Ward

20 DARK SLIME KNIGHT

RANK
F E D C B A S

MAGIC Buff, Heal, Crack

EASE OF SCOUTING 1

SKILLS 25 Woosh & Crack, 66 Fortifier, 157 Crack Ward

187 PHANTOM SWORDSMAN

RANK
F E D C B A S

MAGIC Sag, Crackle

EASE OF SCOUTING 1

SKILLS 26 Woosh & Crack II, 67 Enfeebler, 157 Crack Ward

189 GRIM RIDER

RANK
F E D C B A S

MAGIC Zammle, Shade Slash, Crackle

EASE OF SCOUTING 0.5

SKILLS 26 Woosh & Crack II, 37 Crack & Zam, 157 Crack Ward

185 RESTLESS ARMOUR

RANK
F E D C B A S

MAGIC Fizzle, Magic Frailty, Frost Slash, Crack

EASE OF SCOUTING 1

SKILLS 25 Woosh & Crack, 69 Antimagic, 157 Crack Ward

162 ARCHDEMON

RANK
F E D C B A S

MAGIC Crackle, Bomb Slash

EASE OF SCOUTING 0.5

SKILLS 16 Bang & Crack, 26 Woosh & Crack II, 157 Crack Ward



Monster Scout
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SEBEASTIAN

Locations

INFANT, INFERN, CELESTE, FERT

Until the Special Battle at Battle Arena

REWARD FOR WIN: STRONG MEDICINE, 10 GOLD

Until Challenge Finals

REWARD FOR WIN: OOMPH POWDER, 50 GOLD

89 FENCING FOX (LEADER)

 **RANK**
F E D C B A S

MAGIC Psyche Up

EASE OF SCOUTING 2

SKILLS 81 Guerrilla, 142 Attack Boost, 148 Agility Boost

86 MISCHIEVOUS MOLE

 **RANK**
F E D C B A S

MAGIC Psyche Up

EASE OF SCOUTING 2.5

SKILLS 55 Wind Blower, 142 Attack Boost, 148 Agility Boost

65 GREAT SABRECUB (LEADER)

 **RANK**
F E D C B A S

MAGIC Tongue Lashing, Psyche Up

EASE OF SCOUTING 1

SKILLS 103 Naturalist, 143 Attack Boost II, 148 Agility Boost

186 HELLHOUND

 **RANK**
F E D C B A S

MAGIC War Cry, Shade Slash

EASE OF SCOUTING 1

SKILLS 58 Dark Knight, 143 Attack Boost II, 148 Agility Boost

88 HAMMERHOOD

 **RANK**
F E D C B A S

MAGIC Psyche Up

EASE OF SCOUTING 2

SKILLS 103 Naturalist, 142 Attack Boost, 148 Agility Boost

64 JAILCAT

 **RANK**
F E D C B A S

MAGIC Crack

EASE OF SCOUTING 2

SKILLS 25 Woosh & Crack, 142 Attack Boost, 148 Agility Boost

96 BROWNIE

 **RANK**
F E D C B A S

MAGIC Helm Splitter, Psyche Up

EASE OF SCOUTING 1

SKILLS 92 Berserker, 143 Attack Boost II, 148 Agility Boost

75 GORILLA

 **RANK**
F E D C B A S

MAGIC Helm Splitter, Flame Slash, Body Slam

EASE OF SCOUTING 1

SKILLS 53 Fire Fighter, 143 Attack Boost II, 148 Agility Boost

62 SPIKED HARE

 **RANK**
F E D C B A S

MAGIC None

EASE OF SCOUTING 2

SKILLS 102 Slimer, 142 Attack Boost, 148 Agility Boost

93 JUMPING JACKAL

 **RANK**
F E D C B A S

MAGIC War Cry, Bomb Slash

EASE OF SCOUTING 1

SKILLS 54 Boom Boxer, 143 Attack Boost II, 148 Agility Boost

Monster Scout
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HADES CONDOR

After Ending Credits

REWARD FOR WIN: SEED OF MAGIC, 100 GOLD

70 GREAT SABRECAT (LEADER)

RANK
F E D C B A S

MAGIC Bomb Slash, Gale Slash

EASE OF SCOUTING 1

SKILLS 49 Firewind Slashes, 92 Berserker, 143 Attack Boost II

186 HELLHOUND

RANK
F E D C B A S

MAGIC Helm Splitter, Hatchet Man

EASE OF SCOUTING 1

SKILLS 92 Berserker, 143 Attack Boost II, 149 Agility Boost II

76 HELIGATOR

RANK
F E D C B A S

MAGIC Deep Breath, Flame Breath, Chilly Breath

EASE OF SCOUTING 0.5

SKILLS 47 Breath II, 92 Berserker, 143 Attack Boost II

91 ORC

RANK
F E D C B A S

MAGIC Blast Slash

EASE OF SCOUTING 0.5

SKILLS 54 Boom Boxer, 92 Berserker, 143 Attack Boost II

69 HADES CONDOR

RANK
F E D C B A S

MAGIC Double Up, Meditation

EASE OF SCOUTING 0.5

SKILLS 62 Champion, 92 Berserker, 143 Attack Boost II



GREAT SABRECAT



EXCHANGERS

At a certain time in your adventures, rival masters start hanging out in the dens of scoutposts. They are always at the small table on the right side as you enter the room. When you first meet a scout, you can become friends with them. The next time you run into that scout, they will offer a monster for exchange.



The monster exchange offered by each scout depends on what you have accomplished in the game. There are four different periods:

UP UNTIL THE SPECIAL BATTLE TAKES PLACE AT BATTLE ARENA

UNTIL THE HERO COMPLETES THE FINAL SHRINE

UNTIL THE MONSTER SCOUT CHALLENGE FINALS TAKE PLACE

AFTER THE MAIN GAME IS COMPLETE

The following shows each exchanger, where you find them at the different times during the game, the monster they are offering, and the requirement you need to do the exchange.

KING SLIME



BOB A. JOB

Until Special Battle at Battle Arena

LOCATIONS: INFANT ISLE, PALAISH ISLE

62 SPIKED HARE -



RANK	F	E	D	C	B	A	S	LV	8	HP	56	MP	11
ATTACK	48	DEFENCE	48	AGILITY	64								
WISDOM	21	SKILL POINTS	27										
MAGIC	82 Assassin, 103 Naturalist, 145 Defence Boost												

Requirements for Exchange

MATERIAL FAMILY X3

Until the Final Shrine is Complete

LOCATIONS: INFANT ISLE, CELESTE ISLE

13 BEHEMOTH SLIME +



RANK	F	E	D	C	B	A	S	LV	14	HP	126	MP	45
ATTACK	68	DEFENCE	80	AGILITY	52								
WISDOM	61	SKILL POINTS	35										
MAGIC	82 Assassin, 28 Woosh & Zap, 148 Agility Boost												

Requirements for Exchange

127 MECHA-MYNAH

Until the Monster Scout Challenge Finals

LOCATIONS: DOMUS ISLE, XEROPH ISLE, FERT ISLE

132 JUM -



RANK	F	E	D	C	B	A	S	LV	18	HP	144	MP	39
ATTACK	139	DEFENCE	166	AGILITY	101								
WISDOM	73	SKILL POINTS	67										
MAGIC	82 Assassin, 63 Defender, 145 Defence Boost												

Requirements for Exchange

130 HUNTER MECH

After the Main Game is Complete

LOCATIONS: DOMUS ISLE

22 KING BUBBLE SLIME +



RANK	F	E	D	C	B	A	S	LV	23	HP	206	MP	26
ATTACK	148	DEFENCE	122	AGILITY	63								
WISDOM	113	SKILL POINTS	100										
MAGIC	82 Assassin, 79 Bad Breath, 77 Toxifier												

Requirements for Exchange

44 METAL DRAGON

Monster Scout Proficiency Test

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MISSY

Until Special Battle at Battle Arena

LOCATIONS: INFANT ISLE, PALAISH ISLE

32 ARGON LIZARD -



RANK	F	E	D	C	B	A	S	LV	3	HP	38	MP	10
ATTACK	33	DEFENCE	1	AGILITY	30	WISDOM	7	SKILL POINTS	0	MAGIC	89	Dancer, 77	Toxifier, 142
													Attack Boost

Requirements for Exchange

117 DANCING FLAME

Until the Monster Scout Challenge Finals

LOCATIONS: PALAISH ISLE, DOMUS ISLE

44 METAL DRAGON -



RANK	F	E	D	C	B	A	S	LV	21	HP	186	MP	48
ATTACK	152	DEFENCE	186	AGILITY	94	WISDOM	28	SKILL POINTS	100	MAGIC	89	Dancer, 82	Assassin, 142
													Attack Boost

Requirements for Exchange

101 NOTSO MACHO

Until the Final Shrine is Complete

LOCATIONS: INFANT ISLE, PALAISH ISLE, XEROPH ISLE

9 SLIME KNIGHT +



RANK	F	E	D	C	B	A	S	LV	12	HP	70	MP	25
ATTACK	80	DEFENCE	88	AGILITY	88	WISDOM	64	SKILL POINTS	39	MAGIC	89	Dancer, 57	White Knight, 142
													Attack Boost

Requirements for Exchange

152 DESSERT DEMON

After the Main Game is Complete

LOCATIONS: DOMUS ISLE

106 MOHAWKER +



RANK	F	E	D	C	B	A	S	LV	24	HP	220	MP	88
ATTACK	169	DEFENCE	213	AGILITY	115	WISDOM	68	SKILL POINTS	100	MAGIC	89	Dancer, 57	White Knight, 142
													Attack Boost

Requirements for Exchange

163 BOSS TROLL

CHUCK

Until Special Battle at Battle Arena

LOCATIONS: PALAISH ISLE, CELESTE ISLE, XEROPH ISLE

DRAGONTHORN +



RANK	F	E	D	C	B	A	S	LV	11	HP	104	MP	12
ATTACK	53	DEFENCE	36	AGILITY	40								
WISDOM	31	SKILL POINTS	39										
MAGIC	104 Graveheart, 77 Toxifier, 142 Attack Boost												



Requirements for Exchange

184 WALKING CORPSE X3

Until the Final Shrine is Complete

LOCATIONS: PALAISH ISLE, CELESTE ISLE, XEROPH ISLE

92 PAN PIPER -



RANK	F	E	D	C	B	A	S	LV	17	HP	112	MP	38
ATTACK	99	DEFENCE	90	AGILITY	104								
WISDOM	7	SKILL POINTS	67										
MAGIC	104 Graveheart, 95 Nightmare, 78 Fear-monger												



Requirements for Exchange

184 WALKING CORPSE

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE, XEROPH ISLE

133 MIMIC +



RANK	F	E	D	C	B	A	S	LV	20	HP	111	MP	33
ATTACK	144	DEFENCE	155	AGILITY	146								
WISDOM	26	SKILL POINTS	79										
MAGIC	104 Graveheart, 95 Nightmare, 78 Fear-monger												



Requirements for Exchange

184 WALKING CORPSE X3

After the Main Game is Complete

LOCATIONS: INFANT ISLE, FERT ISLE

105 MOOSIFER -



RANK	F	E	D	C	B	A	S	LV	24	HP	194	MP	52
ATTACK	203	DEFENCE	160	AGILITY	148								
WISDOM	84	SKILL POINTS	100										
MAGIC	104 Graveheart, 25 Woosh & Crack, 1 Frizz & Bang												



Requirements for Exchange

191 STARK RAVEN

Monster Scout Proficiency Test

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Exchangers

Piracy Problems

Bonus Monsters and Items

TRYGER

Until Special Battle at Battle Arena

LOCATIONS: INFANT ISLE, PALAISH ISLE

87 SATYR +



RANK		F E D C B A S					LV	9	HP	60	MP	10	
ATTACK		43		DEFENCE		38		AGILITY		42			
WISDOM		13		SKILL POINTS		27							
MAGIC		54 Boom Boxer, 89 Dancer, 91 Toughie											

Requirements for Exchange

NATURE FAMILY X3

Until the Monster Scout Challenge Finals

LOCATIONS: CELESTE ISLE, XEROPH ISLE

157 GREAT DRACKY +



RANK	F	E	D	C	B	A	S	LV	20	HP	186	MP	98
ATTACK	129	DEFENCE	118	AGILITY	143	WISDOM	183	SKILL POINTS	9	MAGIC	54	Boom Boxer, 16 Bang & Crack, 159 Zam Ward	

Requirements for Exchange

70 GREAT SABRECAT

Until the Final Shrine is Complete

LOCATIONS: INFANT ISLE, PALAISH ISLE, FERT ISLE

125 ANCHORMAN -



RANK	F	E	D	C	B	A	S	LV	15	HP	80	MP	30
ATTACK	96	DEFENCE	151	AGILITY	38	WISDOM	63	SKILL POINTS	55	MAGIC	54	Boom Boxer, 110 Materialist, 73 Bolsterer	

Requirements for Exchange

65 GREAT SABRECUB



ANCHORMAN

RAPHEAL

Until Special Battle at Battle Arena

LOCATIONS: CELESTE

1 HEALSLIME -



RANK	F	E	D	C	B	A	S	LV	4	HP	28	MP	28
ATTACK	24	DEFENCE	16	AGILITY	31								
WISDOM	45	SKILL POINTS	0										
MAGIC	59 Healer, 102 Slimer, 148 Agility Boost												

Requirements for Exchange

188 SKELETON SOLDIER

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE, FERT ISLE

12 ANGEL SLIME +



RANK	F	E	D	C	B	A	S	LV	12	HP	64	MP	38
ATTACK	65	DEFENCE	75	AGILITY	63								
WISDOM	65	SKILL POINTS	39										
MAGIC	59 Healer, 61 Cleanser, 158 Zap Ward												

Requirements for Exchange

97 BODKIN ARCHER

Until the Monster Scout Challenge Finals

LOCATIONS: PALAISH ISLE, CELESTE ISLE, FERT ISLE

17 CURESLIME -



RANK	F	E	D	C	B	A	S	LV	17	HP	136	MP	98
ATTACK	84	DEFENCE	90	AGILITY	125								
WISDOM	59	SKILL POINTS	67										
MAGIC	Healer, 53 Fire Fighter, 151 Wisdom Boost												

Requirements for Exchange

188 SKELETON SOLDIER

After the Main Game is Complete

LOCATIONS: DOMUS ISLE, XEROPH ISLE

21 KING CURESLIME +



RANK	F	E	D	C	B	A	S	LV	22	HP	215	MP	134
ATTACK	73	DEFENCE	156	AGILITY	64								
WISDOM	268	SKILL POINTS	100										
MAGIC	59 Healer, 60 Cure-all, 151 Wisdom Boost												

Requirements for Exchange

38 DRAGURN AND 160 LETHAL ARMOUR

Monster Scout Proficiency Test

Battle Arena

Madame Rummy's Garden Challenge

Matchmaking Service

Rival Masters

Exchangers

Piracy Problems

Bonus Monsters and Items

KITTY

Until Special Battle at Battle Arena

LOCATIONS: PALAISH ISLE, CELESTE ISLE, XEROPH ISLE

91 ORC +



RANK	LV	HP	MP
FEDCBAS	12	88	15
ATTACK	50	DEFENCE	40
WISDOM	34	AGILITY	26
Skill Points	39		
MAGIC	103 Naturalist, 64 Speedster, 151 Wisdom Boost		

Requirements for Exchange

64 JAILCAT

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE, PALAISH ISLE

70 GREAT SABRECAT +



RANK	LV	HP	MP
FEDCBAS	20	201	15
ATTACK	138	DEFENCE	136
WISDOM	23	AGILITY	148
Skill Points	79		
MAGIC	103 Naturalist, 64 Speedster, 142 Attack Boost		

Requirements for Exchange

64 JAILCAT X3

Until the Final Shrine is Complete

LOCATIONS: PALAISH ISLE, CELESTE ISLE, XEROPH ISLE

93 JUMPING JACKAL -



RANK	LV	HP	MP
FEDCBAS	16	134	25
ATTACK	94	DEFENCE	75
WISDOM	21	AGILITY	100
Skill Points	55		
MAGIC	103 Naturalist, 64 Speedster, 148 Agility Boost		

Requirements for Exchange

64 JAILCAT X2

After the Main Game is Complete

LOCATIONS: INFANT ISLE, XEROPH ISLE

163 BOSS TROLL -



RANK	LV	HP	MP
FEDCBAS	23	308	30
ATTACK	189	DEFENCE	34
WISDOM	12	AGILITY	90
Skill Points	100		
MAGIC	103 Naturalist, 71 Anti-dragon, 163 Earth Ward		

Requirements for Exchange

64 JAILCAT X3

LIZZY

Monster Scout
Proficiency Test

Battle Arena

Madame Rummy's
Garden Challenge

Matchmaking
Service

Rival Masters

Exchangers

Piracy Problems

Bonus Monsters
and Items

Until Special Battle at Battle Arena

LOCATIONS: INFANT ISLE,
CELESTE ISLE

8 NARDRAGON +



RANK	F	E	D	C	B	A	S	LV	3	HP	42	MP	9
ATTACK	32	DEFENCE	20	AGILITY	30								
WISDOM	14	SKILL POINTS	0										
MAGIC	98 Aquapothecary, 93 Martyr, 142 Attack Boost												

Requirements for Exchange

93 FENCING FOX

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE,
CELESTE ISLE

158 OCTAVIAN SENTRY +



RANK	F	E	D	C	B	A	S	LV	18	HP	132	MP	61
ATTACK	114	DEFENCE	128	AGILITY	54								
WISDOM	89	SKILL POINTS	67										
MAGIC	98 Aquapothecary, 50 Thunderwind Slashes, 145 Defence Boost												

Requirements for Exchange

159 WRECKTOR

Until the Final Shrine is Complete

LOCATIONS: INFANT ISLE, PALAISH
ISLE, CELESTE ISLE

95 GREEN DRAGON -



RANK	F	E	D	C	B	A	S	LV	16	HP	188	MP	48
ATTACK	106	DEFENCE	101	AGILITY	76								
WISDOM	45	SKILL POINTS	55										
MAGIC	98 Aquapothecary, 106 Dragon Lore, 142 Attack Boost												

Requirements for Exchange

94 NIGHT EMPEROR

After the Main Game is Complete

LOCATIONS: FERT ISLE

104 GIGANTES -



RANK	F	E	D	C	B	A	S	LV	23	HP	288	MP	16
ATTACK	168	DEFENCE	55	AGILITY	66								
WISDOM	81	SKILL POINTS	100										
MAGIC	98 Aquapothecary, 72 Anti-metal, 142 Attack Boost												

Requirements for Exchange

164 JAMIRUS

SLIMON

Until Special Battle at Battle Arena

LOCATIONS: DOMUS ISLE, XEROPH ISLE

118 FROSTBURN +



RANK	F	E	D	C	B	A	S	LV	5	HP	84	MP	16
ATTACK	35	DEFENCE	30	AGILITY	30								
WISDOM	12	SKILL POINTS	10										
MAGIC	102 Slimer, 56 Icemeister, 25 Woosh & Crack												

Requirements for Exchange

SLIME FAMILY X3

Until the Monster Scout Challenge Finals

LOCATIONS: PALAISH ISLE, FERT ISLE

160 LETHAL ARMOUR +



RANK	F	E	D	C	B	A	S	LV	22	HP	210	MP	25
ATTACK	162	DEFENCE	181	AGILITY	25								
WISDOM	36	SKILL POINTS	100										
MAGIC	102 Slimer, 96 Cold Sleep, 151 Wisdom Boost												

Requirements for Exchange

16 KING SLIME

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE, XEROPH ISLE, FERT ISLE

39 SEASAU -



RANK	F	E	D	C	B	A	S	LV	15	HP	186	MP	33
ATTACK	109	DEFENCE	118	AGILITY	64								
WISDOM	78	SKILL POINTS	55										
MAGIC	102 Slimer, 160 Water Ward, 106 Dragon Lore												

Requirements for Exchange

9 SLIME KNIGHT

After the Main Game is Complete

LOCATIONS: CELESTE ISLE

134 GOLEM -



RANK	F	E	D	C	B	A	S	LV	18	HP	205	MP	11
ATTACK	130	DEFENCE	160	AGILITY	61								
WISDOM	45	SKILL POINTS	67										
MAGIC	102 Slimer, 104 Graveheart, 142 Attack Boost												

Requirements for Exchange

21 KING CURESLIME

DOLIGAN

Until Special Battle at Battle Arena

LOCATIONS: DOMUS ISLE, CELESTE ISLE, XEROPH ISLE

1 SNAIL SLIME +



RANK	F	E	D	C	B	A	S	LV	12	HP	32	MP	15
ATTACK	34	DEFENCE	88	AGILITY	26								
WISDOM	12	SKILL POINTS		39									
MAGIC	40 Fire, 65 Mage Aid, 145 Defence Boost												

Requirements for Exchange

DRAGON FAMILY X2

Until the Monster Scout Challenge Finals

LOCATIONS: INFANT ISLE, DOMUS ISLE

20 DARK SLIME KNIGHT +



RANK	F	E	D	C	B	A	S	LV	14	HP	92	MP	25
ATTACK	105	DEFENCE	73	AGILITY	100								
WISDOM	49	SKILL POINTS		35									
MAGIC	41 Fire II, 58 Dark Knight, 148 Agility Boost												

Requirements for Exchange

41 HACKSAURUS

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE, CELESTE ISLE, XEROPH ISLE

3 ROCKBOMB +



RANK	F	E	D	C	B	A	S	LV	15	HP	70	MP	16
ATTACK	74	DEFENCE	118	AGILITY	45								
WISDOM	35	SKILL POINTS		55									
MAGIC	40 Fire, 93 Martyr, 63 Defender												

Requirements for Exchange

33 NARDRAGON

After the Main Game is Complete

LOCATIONS: DOMUS ISLE, PALAISH ISLE

164 JAMIRUS +



RANK	F	E	D	C	B	A	S	LV	23	HP	204	MP	28
ATTACK	123	DEFENCE	178	AGILITY	168								
WISDOM	37	SKILL POINTS		100									
MAGIC	42 Fire III, 107 Bird Brain, 4 Frizz & Woosh												

Requirements for Exchange

44 METAL DRAGON

- Monster Scout Proficiency Test
- Battle Arena
- Madame Rummy's Garden Challenge
- Matchmaking Service
- Rival Masters
- Exchangers
- Piracy Problems
- Bonus Monsters and Items

WAITER

Until the Final Shrine is Complete

LOCATIONS: DOMUS ISLE

31 **DRAGONTHORN** + 



RANK	F	E	D	C	B	A	S	LV	11	HP	122	MP	12
ATTACK	65	DEFENCE	36	AGILITY	40								
WISDOM	31	SKILL POINTS	26										
MAGIC	40 Fire, 77 Toxifier												

Requirements for Exchange

NATURE FAMILY X3

Until the Monster Scout Challenge Finals

LOCATIONS: DOMUS ISLE

3 **SHELL SLIME** - 



RANK	F	E	D	C	B	A	S	LV	10	HP	32	MP	15
ATTACK	38	DEFENCE	88	AGILITY	26								
WISDOM	12	SKILL POINTS	18										
MAGIC	73 Bolsterer, 145 Defence Boost												

Requirements for Exchange

BEAST FAMILY X3

RUSTY

After the Main Game is Complete

LOCATIONS: XEROPH ISLE,
PALAISH ISLE

23 **METAL KAISER SLIME** - 



RANK	F	E	D	C	B	A	S	LV	11	HP	48	MP	164
ATTACK	171	DEFENCE	342	AGILITY	301								
WISDOM	408	SKILL POINTS	39										
MAGIC	87 Muspell, 74 Barricade, 22 Bang & Zam												

Requirements for Exchange

18 LIQUID METAL SLIME X2

SOLITAIRE

After the Main Game is Complete


LOCATIONS: XEROPH ISLE


LOCATIONS: PALAISH ISLE

194 ROSEGUARDIN + 



RANK	E E C C B A S			LV	23	HP	205	MP	38
ATTACK	161	DEFENCE	196	AGILITY	154				
WISDOM	163	SKILL POINTS	100						
MAGIC	59 Healer, 80 Diminisher, 65 Mage Aid								

167 BELIAL - 



RANK	E E C C B A S			LV	32	HP	246	MP	88
ATTACK	202	DEFENCE	188	AGILITY	73				
WISDOM	170	SKILL POINTS	151						
MAGIC	59 Healer, 23 Bang & Zam II, 65 Mage Aid								

Requirements for Exchange

106 MOHAWKER AND 107 BUFFALOGRE

Requirements for Exchange

104 GIGANTES AND 163 BOSS TROLL

ROSEGUARDIN

Monster Scout
Proficiency Test

Battle Arena

Madame Rummy's
Garden ChallengeMatchmaking
Service

Rival Masters

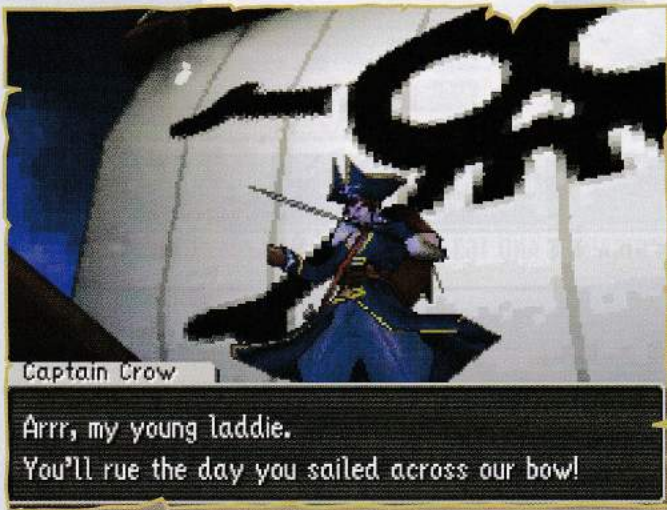
Exchanges

Piracy Problems

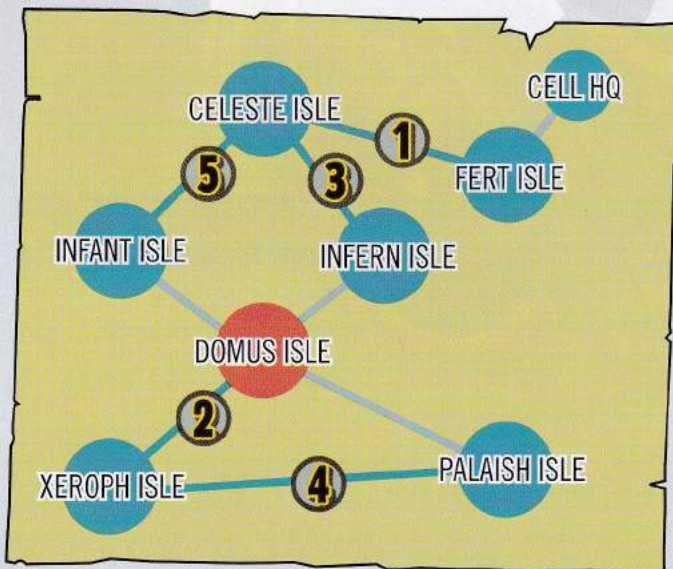
Bonus Monsters
and Items

PIRACY PROBLEMS

As you travel between the islands on the sea scooters, you may be attacked by pirates—rarely, but it does happen. However, this won't happen until you travel from Celeste Isle to Fert Isle and it only happens at night.



Once you are attacked along this route, and you defeat the monsters, the pirates move to a new location. The pirates will switch between five different routes until you meet Captain Crow himself on the fifth route. They will move in the order shown on this map.



At any time, you can find out which route the pirates are on by looking on the bulletin board in any scoutpost den. Just select Piracy Problems to get this information.

For the monsters that have two experience amounts and two gold amounts listed in this section, it is listed in the form of first encounter/second encounter.

ROUTE 1



SEA SCOOTER ROUTE:

Between Celeste Isle and Fert Isle

MONSTERS ON PIRATE SHIP:

SHIP: 89 fencing fox, 153 dancing devils x2

ROUTE 2

SEA SCOOTER ROUTE: Between Domus Isle and Xeroph Isle

MONSTERS ON PIRATE SHIP: 98 gargoyle and 89 fencing foxes x2

ROUTE 3



SEA SCOOTER ROUTE:

Between Infern Isle and Celeste Isle

MONSTERS ON PIRATE SHIP:

158 octavian sentry and 98 gargoyles x2

ROUTE 4



SEA SCOOTER ROUTE:

Between Xeroph Isle and Palaish Isle

MONSTERS ON PIRATE SHIP:

165 gracos

ROUTE 5



SEA SCOOTER ROUTE:

Between Infant Isle and Celeste Isle

MONSTERS ON PIRATE SHIP:

198 Captain Crow

After defeating Captain Crow, he forces himself into your team.



Monsters

89 FENCING FOX



RANK	F	E	D	C	B	A	S	LV	23	HP	186	MP	30
ATTACK	164	DEFENCE	118	AGILITY	188								
WISDOM	30	WISDOM	30	EXP	1000/1500								
GOLD	100/200	MAGIC	Kafizzle, Heal, Mercurial Thrust, Sag										
	Rapier												

158 OCTAVIAN SENTRY



RANK	F	E	D	C	B	A	S	LV	26	HP	275	MP	48
ATTACK	197	DEFENCE	98	AGILITY	175								
WISDOM	42	WISDOM	30	EXP	2000								
GOLD	300	MAGIC	Blizzard Slash, Weakening Wallop										
	Hunting spear												

153 DANCING DEVIL



RANK	F	E	D	C	B	A	S	LV	9	HP	134	MP	55
ATTACK	98	DEFENCE	54	AGILITY	15								
WISDOM	45	WISDOM	30	EXP	1000								
GOLD	100	MAGIC	Sultry Dance, Weird Dance, Heal										
	Magic elixir												

165 GRACOS



RANK	F	E	D	C	B	A	S	LV	32	HP	985	MP	255
ATTACK	244	DEFENCE	205	AGILITY	136								
WISDOM	99	WISDOM	30	EXP	5000								
GOLD	1200	MAGIC	Geyser										
	Halberd												

98 GARGOYLE



RANK	F	E	D	C	B	A	S	LV	18	HP	110	MP	50
ATTACK	142	DEFENCE	146	AGILITY	154								
WISDOM	128	WISDOM	30	EXP	1500/2000								
GOLD	200/300	MAGIC	Multislash, Kasap, Oomph, Mercurial Thrust										
	Steel broadsword/*Seed of wisdom												

198 CAPTAIN CROW



RANK	F	E	D	C	B	A	S	LV	34	HP	2005	MP	255
ATTACK	360	DEFENCE	126	AGILITY	268								
WISDOM	112	WISDOM	30	EXP	10000								
GOLD	1500	MAGIC	Psyche Up, Multislash										
	Chain whip												

Monster Scout
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BONUS MONSTERS AND ITEMS

As you progress through the main game and prepare for Solitaire's Challenge you can talk to the people around Domus Isle and in the sewer to obtain some free monsters and items. Here are some monsters and items you can get just from talking to the individuals in these areas.

The stats given for each monster are approximate. You receive either the mechan-o'-wurm or the heligator, not both.



DIEMON

37 SATYR



Rank	F E D C B A S				
LV	7	HP	62	MP	18
ATTACK	66	DEFENCE	48		
AGILITY	26	WISDOM	20		
SKILLS	89 Dancer, 142 Attack Boost				

How to obtain: Find it in the sewer at night after you have fought the special battle at the battle arena.

137 MUM



Rank	F E D C B A S				
LV	18	HP	136	MP	38
ATTACK	111	DEFENCE	98		
AGILITY	25	WISDOM	42		
SKILLS	65 Mage Aid, 145 Defence Boost				

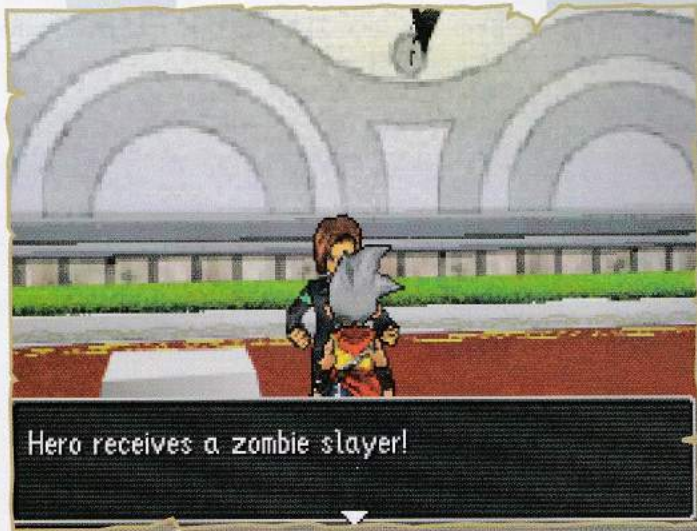
How to obtain: Find it in the sewer during the day after you have reached the challenge finals.

Elfin Elixir

Before starting the finals of the Monster Scout Challenge, talk to Igor Folds in his apartment to receive an elfin elixir.

Zombie Slayer

After you complete the main game, talk to the guy near the tables in the front section of the Monster Scout HQ to receive a zombie slayer.




51 MECHAN-O'-WYRM



Rank	F E D C B A S				
LV	15	HP	124	MP	84
ATTACK	99	DEFENCE	127		
AGILITY	69	WISDOM	68		
SKILLS	74 Barricade, 166 Whack Ward				

How to obtain: A guy in the sewers asks you which monster he should take: The mechan-o'-wyrM or the heligator. Decide for him and you get the other one.

76 HELIGATOR



Rank	F E D C B A S				
LV	15	HP		MP	
ATTACK		DEFENCE			
AGILITY		WISDOM			
SKILLS	103 Naturalist,				

How to obtain: A guy in the sewers asks you which monster he should take: The mechan-o'-wyrM or the heligator. Decide for him and you get the other one.

Metal Ticket

After you complete the main game, talk to the lady standing next to the weapon shop in the Domus Isle sewer. She sells you a Metal Ticket for 10,000 gold coins. This ticket gets you into Madame Rummy's metal menagerie immediately. You can return to her for another one after you use the one you bought.

100 DIEMON



Rank	F E D C B A S				
LV	20	HP	186	MP	46
ATTACK	123	DEFENCE	123		
AGILITY	27	WISDOM	64		
SKILLS	55 Wind Blower, 145 Defence Boost				

How to obtain: Get it from the guy next to Scoutmaster Shuffles after you have completed the scout challenge.

198 CAPTAIN CROW



Rank	F E D C B A S				
LV	25	HP	238	MP	126
ATTACK	225	DEFENCE	184		
AGILITY	98	WISDOM	117		
SKILLS	128 Captain Crow, 142 Attack Boost				

How to obtain: Defeat Captain Crow.

Monster Scout
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ITEMS

The following is a list of items that are available in the game. If there is a – for the buy cost, it is not available for sale at any of the shops.

ITEM	BUY COST (G)	SELL COST (G)	DESCRIPTION	HOW TO OBTAIN
Medicinal herb	8	4	Restores 30 HP to a single ally.	Infant Isle Item Shop, Domus Isle Item Shop, Domus Isle Department Store, Xeroph Isle Item Shop, Palaish Isle Item Shop
Strong medicine	50	25	Restores 60 HP to a single ally.	Domus Isle Department Store, Palaish Isle Item Shop, Celeste Isle Item Shop, Fert Isle Item Shop
Special medicine	–	125	Restores 120 HP to a single ally.	
Multi medicine	600	300	Restores 30 HP to all allies.	Fert Isle Item Shop, Domus Isle Department Store (after the start of the tournament)
Yggdrasil dew	3000	1500	Restores between 100 and 120 HP to all allies.	Domus Isle Department Store (after the end of the game), Advanced Proficiency Test: Question 2
Magic elixir	300	150	Restores 30 MP to a single ally.	Domus Isle Department Store, Palaish Isle Item Shop, Celeste Isle Item Shop
Sage's elixir	750	375	Restores 90 MP to a single ally.	Domus Isle Department Store (after the start of the tournament)
Elfin elixir	1260	630	Fully restores the MP of a single ally.	Domus Isle Department Store (after the end of the game), Advanced Proficiency Test: Question 1
Yggdrasil leaf	1500	750	A mystical leaf that resurrects a single fallen ally.	Domus Isle Sewer Weapon Shop
Antidotal herb	10	5	Cures a single ally of the effects of poison.	Infant Isle Item Shop, Domus Isle Item Shop, Xeroph Isle Item Shop, Celeste Isle Item Shop
Moonwort bulb	30	15	Cures a single ally of the effects of paralysis.	Domus Isle Item Shop, Xeroph Isle Item Shop, Celeste Isle Item Shop
Panacea	550	275	Cures a single ally of all physical ailments.	Domus Isle Department Store, Palaish Isle Item Shop Scoutpost, Fert Isle Item Shop
Antimagic powder	100	50	Enchanted dust used to seal an enemy's magic.	Domus Isle Department Store, Fert Isle Item Shop
Oomph powder	900	450	Increases the attack power of a single ally.	Domus Isle Department Store, Fert Isle Item Shop
Wizard's penny	310	155	Increases one ally's resistance to enemy magic.	Domus Isle Department Store, Celeste Isle Item Shop
Wizard's shilling	960	480	Increases all allies' resistance to enemy magic.	Domus Isle Department Store (after the start of the tournament)
Insulade	350	175	Increases one ally's resistance to fire and ice breath attacks.	Domus Isle Department Store, Celeste Isle Item Shop
Jumbo Insulade	1050	525	Increases all allies' resistance to fire and ice breath attacks.	Treasure chest on the north side of Celeste Isle Item Shop, Domus Isle Department Store (after the start of the tournament)
Seed of skill	–	23	Permanently increases the skill points of a single ally by three.	Find at night on most islands.

ITEM	BUY COST (G)	SELL COST (G)	DESCRIPTION	HOW TO OBTAIN
Seed of life	-	18	Permanently increases the maximum HP of a single ally.	E rank reward in battle arena
Seed of magic	-	20	Permanently increases the maximum MP of a single ally.	
Seed of strength	-	15	Permanently increases the attack power of a single ally.	
Seed of defence	-	15	Permanently increases the defence of a single ally.	
Seed of agility	-	13	Permanently increases the agility of a single ally.	
Seed of wisdom	-	10	Permanently increases the wisdom of a single ally.	
Chimaera wing	25	13	Teleports you to the last scoutpost you visited. (Only works outside.)	Domus Isle Item Shop, Xeroph Isle Item Shop
Exodust	50	25	Teleports you out of the current tower, cave, or dungeon.	Domus Isle Item Shop, Xeroph Isle Item Shop, Palaish Isle Item Shop
Gold nugget	-	5000	A heavy chunk of solid gold.	Treasure chest in the sewers, Advanced Proficiency Test: Question 3
Darkonium	-	3500	A very saleable piece of darkonium[md]after you have turned in the initial 10 for the Monster Scout Challenge.	Various areas in islands around the Green Bays.
"Positive Puller"	7300	730	Lures + monsters into battle.	Domus Isle Sewer Weapon Shop
"Think Negative"	7500	750	Lures - monsters into battle.	Domus Isle Sewer Weapon Shop
"Neutral Ground"	14500	1450	Lures +/- monsters into battle.	Advanced Proficiency Test: Question 9
Metal ticket	10000	-	Grants entrance to the metal menagerie.	Purchased from lady in sewer after completing the game.
Warrior's scroll	-	1	Teaches skill: 187 Warrior.	Domus Isle Department Store
Mage's scroll	-	1	Teaches skill: 188 Mage	Domus Isle Department Store
Priest's scroll	-	1	Teaches skill: 189 Priest	Domus Isle Department Store
Martial artist's scroll	-	1	Teaches skill:190 Martial Artist	Domus Isle Department Store
Sage's scroll	-	1	Teaches skill:191 Sage	Advanced Proficiency Test: Question 6
Thief's scroll	-	1	Teaches skill: 192 Thief	

SPECIAL ITEMS

The following are items that you receive through the course of playing the game. They are not purchased from a shop and cannot be sold.

ITEM	DESCRIPTION	
"How to Zoom"	A mystic tome that teaches the hero Zoom.	Xeroph Isle Temple
"The Joy of Evac"	A mystic tome that teaches the hero Evac.	Palaish Isle Temple
"Whistling for Dummies"	A mystic tome that teaches the hero Whistle.	Celeste Isle or Fert Isle Temple
"The Art of Vanishing"	A mystic tome that teaches Vanish.	Celeste Isle or Fert Isle Temple
Loyalty card	Allows you to purchase goods with a 20% discount at all shops.	S rank reward in battle arena
Lunar tablet	A tablet engraved with the mark of the moon.	Celeste Isle Temple
Solar tablet	A tablet engraved with the mark of the sun.	Celeste Isle Temple
Baryon sphere	A mysterious orb received from Warden Trump.	Cell HQ after the tournament
Brass key	A key received from Solitaire.	Received for winning Solitaire's Challenge.



WEAPONS

This section of the guide is devoted to the weapons that you can equip as you play through the game. The Attack Power statistic is added to the monster's present Attack stat.

SWORDS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Copper sword	270	135	10	A widely used sword made out of copper.	Infant Isle Item Shop
Divine dagger	530	265	13	A silver knife lethal to the undead.	Xeroph Isle Item Shop
Rapier	840	420	18	A thin blade able to pierce dragon scales.	Shop in Palaish Isle
Steel broadsword	2000	1000	30	A sturdy sword forged from steel.	Domus Isle Department Store, Celeste Isle Item Shop
Zombiesbane	3850	1925	36	A holy sword lethal to the undead.	Domus Isle Sewer Weapon Shop
Dragonsbane	4700	2350	41	A large sword lethal to dragons.	Fert Isle Item Shop
Obsidian sword	-	3500	48	A black sword lethal to metal monsters.	Treasure chest behind boss troll on Fert Isle.
Silver broadsword	11200	5600	62	A wide-bladed sword with an eerie glow.	Domus Isle Department Store (after the start of the tournament)
Zombiesblight	-	4900	67	A divine sword lethal to the undead.	Red chest in Infern Tartarus
Dragonsblight	-	5000	72	A trusty sword lethal to dragons.	Received for defeating the black dragon in Infern Isle Tartarus.
Giant's sword	39000	19500	90	A giant sword made for giant hands.	Domus Isle Department Store (after the end of the game)
Zombie slayer	-	8500	81	A wicked sword lethal to the undead.	After completing the main game, talk to guy near tables in Monster Scout HQ.
Dragon slayer	-	8750	86	A legendary sword lethal to dragons.	Advanced Proficiency Test: Question 8
Lost katana	-	10000	110	A mighty blade misplaced by an ancient warrior.	Wi-Fi
Metal king sword	-	31150	102	A mighty sword lethal to metal monsters.	Wi-Fi

SPEARS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Iron lance	310	155	9	An iron lance designed to skewer slimes	Xeroph Isle Item Shop
Pitchfork	780	390	16	sharp weapon for use against naturalists.	Palaish Isle Item Shop.
Sacred spear	-	460	22	A holy spear effective against demons.	Received after defeating the Orc on Xeroph Isle
Partisan	2300	1150	28	A sturdy weapon for use against materialists.	Domus Isle Department Store
Holy lance	2850	1425	34	A holy lance effective against the undead.	Celeste Isle Item Shop
Hunting spear	4400	2200	40	A sharp spear effective against beasts.	Domus Isle Sewer Weapon Shop
Dragon lance	5300	2650	45	A marvelous lance effective against dragons.	Fert Isle Item Shop
Halberd	9600	4800	57	A weapon with a spear's reach and an axe's strength.	Domus Isle Department Store (after the start of the tournament), Won from Gracos (Captain Crow)
Hero spear	-	7750	82	Wielded by a heroic knight in days of yore.	Advanced Proficiency Test: Question 7
Gáe Bolg	-	21250	94	Critical hits are easier to land with this spear.	Wi-Fi

AXES

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Stone axe	120	60	7	A simple chopping tool made of stone.	Infant Isle Item Shop
Woodcutter axe	650	325	14	An axe for use against beasts and naturalists.	Xeroph Isle Item Shop
Iron axe	990	495	23	A useful axe made of iron.	Domus Isle Department Store
Woodsmen's axe	2150	1075	32	An axe for use against beasts and naturalists.	Fert Isle Item Shop
Headsmen's axe	-	1300	39	Critical hits are easier to land with this axe.	Red chest in CELL HQ and drop from Hacksaurus
Battleaxe	6700	3350	52	A large axe forged for the battlefield.	Domus Isle Department Store (after the start of the tournament)
Forester's axe	-	4100	60	An axe for use against beasts and naturalists.	Cell HQ: Red Chest on the first floor
King axe	27500	13750	81	In a word: Axellent.	Domus Isle Department Store (after the end of the game)
Ranger's axe	-	8000	90	An axe for use against beasts and naturalists.	Drop from soulspawn
Executioner's axe	-	19250	93	Critical hits are easier to land with this axe.	Wi-Fi

HAMMERS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Oaken club	90	45	3	A durable club carved from solid oak.	Infant Isle Item Shop
Sludgehammer	400	200	12	A hammer for use against slimes and materialists.	Xeroph Isle Item Shop
Iron hammer	1540	770	24	An extremely durable hammer made of iron.	Domus Isle Department Store, Celeste Isle
War hammer	3200	1600	31	A mighty hammer that can crush foes in a single blow.	Domus Isle Sewer Weapon Shop
Miracle mallet	-	2900	37	A miraculous weapon that restores its wielder's HP.	Drop from rival Daisy and rare drop from Wrecktor
Giant wrench	7300	3650	49	An extremely large and heavy iron wrench.	Domus Isle Department Store (after the start of the tournament)
Sledgehammer	-	4100	97	A hammer for use against slimes and materialists.	Drop from Atlas
Marauder's maul	43000	21500	80	A frighteningly heavy weapon made of iron.	Domus Isle Department Store (after the end of the game)
Warlord's hammer	-	8500	58	A mighty hammer that can crush foes in a single blow.	Drop from Tyrantosaurus and red chest in Infern Tartarus
Miracle mace	-	28750	87	A miraculous weapon that restores its wielder's HP.	X rank reward in battle arena

WHIPS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Leather whip	380	190	2	A leather whip able to strike all foes at once.	Xeroph Isle Item Shop
Battle whip	-	315	6	A gorgeous whip able to strike all foes at once.	Rare drop from bodkin archer
Thorn whip	1400	700	8	A prickly whip able to strike all foes at once.	Palaish Isle Item Shop
Sidewinder	4000	2000	21	A thick whip able to strike all foes at once.	Domus Isle Sewer Weapon Shop
Snakeskin whip	-	900	12	A scaly whip able to strike all foes at once.	Red chest in Palaish Isle temple
Chain whip	-	1400	26	A metal whip able to strike all foes at once.	Drop from Captain Crow
Dragontail whip	-	3350	33	A trusty whip able to strike all foes at once.	A rank reward in Battle Arena
Spiked steel whip	18800	9400	42	A woven-steel whip able to strike all foes at once.	Domus Isle Department Store (after the end of the game)
Scourge whip	-	4600	50	A mighty whip able to strike all foes at once.	Advanced Proficiency Test: Question 5
Gringham whip	-	29000	68	A fearsome whip able to strike all foes at once.	Received after defeating estark

CLAWS

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Stone claws	75	37	5	Simple stone claws.	Infant Isle Item Shop
Metal claws	-	250	11	Claws useful against metal monsters.	D rank reward in battle arena
Iron claws	1150	575	19	Tough iron claws.	Domus Isle Department Store, Celeste Isle Item Shop
Sacred claws	2500	1250	25	Sharp claws useful against demons.	Domus Isle Sewer Weapon Shop
Razor claws	3100	1550	33	Powerful claws used by nimble fighters.	Fert Isle Item Shop
Steel claws	5500	2750	43	Rugged claws forged from steel.	Domus Isle Department Store (after the start of the tournament)
Metal talons	-	3600	51	Claws useful against metal monsters.	Scoutmaster Shuffles: Question 10
Gryphon talons	34500	17250	77	Claws which strike in the blink of an eye.	Domus Isle Department Store (after the end of the game)
Sacred talons	-	3250	63	Fearsome claws useful against demons.	Red chest in Infern Tartarus
Orichalcum claws	-	25750	95	Legendary claws forged from orichalcum.	Advanced Proficiency Test: Question 10

STAVES

WEAPON	BUY COST (G)	SELL COST (G)	ATTACK POWER	DESCRIPTION	HOW TO OBTAIN
Cypress staff	150	75	4 (+10 Wisdom)	A plain wooden staff.	Domus Isle Item Shop, Xeroph Isle Item Shop, Infant Isle: Red Chest in cave
Rune staff	730	730	12 (+22 Wisdom)	A mysterious staff with magical powers.	Domus Isle Department Store, Palaish Isle Item Shop
Phoenix sceptre	-	-	8	A staff that allows the holder to pass on its form in synthesis.	Palaish Isle dungeon
Plus sceptre	-	1500	23	Used to ensure a synthesized monster is +.	Scout Proficiency Test: Question 8
Minus sceptre	-	1500	23	Used to ensure a synthesized monster is -.	B rank reward in battle arena
Crystal staff	3600	1800	34	A staff studded with magic crystals.	Domus Isle Department Store (after the start of the tournament)
Staff of darkness	-	2000	47 (+38 Wisdom)	A staff pulsating with dark energy.	Red chest in Infern Tartarus
Sage's staff	-	3750	61	A staff wielded by sages of old.	Advanced Proficiency Test: Question 4
Royal rod	-	20750	83	Once owned by a king who couldn't keep his hands off it.	Received after defeating estark



MONSTERS



Slime Family

RANK	NO.	NAME
F	1	SLIME
F	2	BUBBLE SLIME
F	3	SHELL SLIME
F	4	HEALSLIME
E	5	SHE-SLIME
E	6	DRAKE SLIME
E	7	SNAIL SLIME
D	8	WILD SLIME
D	9	SLIME KNIGHT
D	10	METAL SLIME
D	11	METAL SLIME KNIGHT
D	12	ANGEL SLIME
D	13	BEHEMOTH SLIME
D	14	BESHEMOTH SLIME
C	15	DRAGON SLIME
C	16	KING SLIME
C	17	CURESLIME
C	18	LIQUID METAL SLIME
B	19	DARK SLIME
B	20	DARK SLIME KNIGHT
B	21	KING CURESLIME
A	22	KING BUBBLE SLIME
A	23	METAL KAISER SLIME
S	24	METAL KING SLIME
S	25	DARKONIUM SLIME
S	26	GRANDPA SLIME
X	27	GEM SLIME
X	28	TRODE



Dragon Family

RANK	NO.	NAME
F	29	KOMODO
F	30	FROU-FRY
F	31	DRAGONTHORN
F	32	ARGON LIZARD
E	33	NARDRAGON
E	34	SNAPDRAGON
E	35	JARGON
D	36	GREEN DRAGON
D	37	SKELEGON
D	38	DRAGURN
D	39	SEASAU
D	40	RED DRAGON
C	41	HACKSAURUS
C	42	SEA DRAGON
C	43	TYRANTOSAURUS
C	44	METAL DRAGON
B	45	GREAT ARGON LIZARD
B	46	ABYSS DIVER
B	47	MEGALODON
B	48	FROU-FROU
B	49	DRAKULARGE
A	50	GREAT DRAGON
A	51	MECHAN-O'-WYRM
S	52	BLACK DRAGON
S	53	DRAKULARD
S	54	ALABAST DRAGON
X	55	DRAGONLORD
X	56	DRAGOVIAN LORD



Nature Family

RANK	NO.	NAME
F	57	CAPSICHUM
F	58	WILD BOARFISH
F	59	SCORPION
F	60	CRABID
F	61	CHIMAERA
E	62	SPIKED HARE
E	63	KHALAMARI KID
E	64	JAILCAT
D	65	GREAT SABRECUB
D	66	HELL HORNET
D	67	EVEEL
D	68	BULLFINCH
C	69	HADES CONDOR
C	70	GREAT SABRECAT
C	71	TREEFACE
C	72	SCISSOR BEATLE
B	73	BEETLEBOY
B	74	GIANT MOTH
B	75	GORERILLA
A	76	HELIGATOR
A	77	YABBY
A	78	RIPTIDE
A	79	GARUDA
S	80	BEETLEBULLY
S	81	KING SQUID
S	82	KHALAMARI
X	83	LEOPOLD
X	84	EMPYREA

Beast Family

NO.	NAME
85	PLATYPUNK
86	MISCHIEVOUS MOLE
87	SATYR
88	HAMMERHOOD
89	FENCING FOX
90	CHAININE
91	ORC
92	PAN PIPER
93	JUMPING JACKAL
94	NIGHT EMPEROR
95	WEARTIGER
96	BROWNIE
97	BODKIN ARCHER
98	GARGOYLE
99	MERMAN
100	DIEMON
101	NOTSO MACHO
102	COCKATEER
103	SILVAPITHECUS
104	GIGANTES
105	MOOSIFER
106	MOHAWKER
107	BUFFALOGRE
108	PAZUZU
109	ATLAS
110	DON MOLE
111	NIMZO
112	DHOULMAGUS
113	RHAPTHORNE
114	RHAPTHORNE (2ND FORM)



Material Family

RANK	NO.	NAME
F	115	BAG O' LAUGHS
F	116	SHADOW
F	117	DANCING FLAME
F	118	FROSTBURN
F	119	SPITNIK
E	120	GOODYBAG
E	121	KING KELP
E	122	WAX MURDERER
D	123	CANNIBOX
D	124	ROCKBOMB
D	125	ANCHORMAN
D	126	GOLD GOLEM
D	127	MECHA-MYNAH
C	128	MUD MANNEQUIN
C	129	DINGALING
C	130	HUNTER MECH
C	131	PUPPETEER
B	132	JUM
B	133	MIMIC
A	134	GOLEM
A	135	LIVING STATUE
A	136	BOE
A	137	MUM
A	138	BOH
S	139	TRAP BOX
S	140	KILLING MACHINE
S	141	MUMBOH-JUMBOE
X	142	RUIN
X	143	PSARO
X	144	ESTARK



Demon Family

RANK	NO.	NAME
F	145	DRACKY
F	146	LIPS
F	147	WINKY
F	148	SEE URCHIN
E	149	IMP
E	150	LUMP WIZARD
E	151	FROGFACE
D	152	DESSERT DEMON
D	153	DANCING DEVIL
D	154	HEADHUNTER
D	155	LESSER DEMON
C	156	GRYPHON
C	157	GREAT DRACKY
C	158	OCTAVIAN SENTRY
C	159	WRECKTOR
B	160	LETHAL ARMOUR
B	161	FALLEN PRIEST
B	162	ARCHDEMON
B	163	BOSS TROLL
A	164	JAMIRUS
A	165	GRACOS
A	166	DEMON-AT-ARMS
A	167	BELIAL
S	168	ROBBIN' HOOD
S	169	NIGHT CLUBBER
S	170	MALROTH
X	171	ZOMA
X	172	MORTAMOR

Undead Family

NO.	NAME
173	GHOST
174	FIRESPIRIT
175	STUMP CHUMP
176	FUNGHOUL
177	MUDDY HAND
178	DEMONRIDER
179	MUMMY BOY
180	SKIPPER
181	PHANTOM FENCER
182	FLYGUY
183	SKELETON
184	WALKING CORPSE
185	RESTLESS ARMOUR
186	HELLHOUND

RANK	NO.	NAME
B	187	PHANTOM SWORDSMAN
B	188	SKELETON SOLDIER
B	189	GRIM RIDER
B	190	SOULSPAWN
B	191	STARK RAVEN
A	192	WAILIN' WEED
A	193	TORTURED SOUL
A	194	ROSEGUARDIN
A	195	BONE BARON
S	196	DULLAHAN
S	197	WIGHT KING
S	198	CAPTAIN CROW
X	199	ORGODEMIR
X	200	DR SNAPPED





Incarni

RANK	NO.	NAME
???	201	WULFSPADE
???	202	HAWKHART
???	203	CLUBOON
???	204	DIAMAGON
???	205	WULFSPADE ACE
???	206	HAWKHART ACE
???	207	CLUBOON ACE
???	208	DIAMAGON ACE
???	209	ACE of SPADES
???	210	WILDCARD



BESTIARY

46 ABYSS DIVER 

RANK 

STRENGTH 118

Their mighty bodies can withstand even the pressure of the ocean depths.

WEAPONS Spears, Hammers, Claws, Staves


TRAITS Artful Dodger


RESISTANCES Sleepproof

SKILLS 34 Crack & Zap

FOUND AT --

SYNTHESIZED BY Seasaur x Hades Condor, Argon Lizard x Great Argon Lizard

54 ALABAST DRAGON 

RANK 

STRENGTH 178

This regal deity is known as the Zenith dragon on another plane of existence.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES Healed by Zap, Cold Breathproof, Whackproof

SKILLS 97 Cleric

FOUND AT --

SYNTHESIZED BY Mechan-o'-wyrn x Drakulard

125 ANCHORMAN 

RANK 

STRENGTH 64

Rusty anchors left unattended for long periods can turn rabid when magic is afoot.

WEAPONS Swords, Hammers, Claws, Staves


TRAITS None


RESISTANCES Inactionproof

SKILLS 110 Materialist

FOUND AT --

SYNTHESIZED BY Dingaling x Demon Family

12 ANGEL SLIME 

RANK 

STRENGTH 81

Slimes who live virtuous lives are reincarnated in this saintly form.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Artful Dodger, Zapmeister

RESISTANCES Healed by Zap, Vulnerable to Zam, Whackproof

SKILLS 59 Healer

FOUND AT Palaish Isle (Night)

SYNTHESIZED BY Metal Slime Knight x Spitnik

ATLAS



62 ARCHDEMON

RANK
F E D C B A S

STRENGTH 132

High-level demons whose expertise in explosive magic makes them feared by all.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Bangmeister

RESISTANCES Bangproof, Whackproof

SKILLS Frizz & Bang II

FOUND AT --

SYNTHESIZED BY Dessert Demon x Megalodon, Natso Macho, or Moosifer, Headhunter x Dark Slime Knight

32 ARGON LIZARD

RANK
F E D C B A S

STRENGTH 24

These lizards intimidate their enemies by unfurling their imposing neck frills.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Escape Artist

RESISTANCES Poisonproof, Paralysisproof

SKILLS 77 Toxifier

FOUND AT Fert Isle (Day), Dragon Island

SYNTHESIZED BY Komodo x Satyr

109 ATLAS

RANK
F E D C B A S

STRENGTH 167

Once opposed a certain trio of warriors while in the service of Hargon.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Critical Massacre

RESISTANCES Whackproof

SKILLS 105 Diabolist

FOUND AT --

SYNTHESIZED BY Gigantes x Moosifer, Gigantes x Boss Troll, Gigantes x Garuda

115 BAG O' LAUGHS

RANK
F E D C B A S

STRENGTH 5

These barbarous bags may be smiling, but they're a sackful of trouble.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None

RESISTANCES None

SKILLS 78 Fear-monger

FOUND AT Xeroph Isle (Ruins)

SYNTHESIZED BY Platypunk x Firespirit

73 BEETLEBOY

RANK
F E D C B A S

STRENGTH 119

A natural speedster, this beetle excels in body slams.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Psycho

RESISTANCES Vulnerable to Frizz, Sleepproof

SKILLS 109 Hive Mind

FOUND AT Fert Isle (Day)

SYNTHESIZED BY Scissor Beatle x Notso Macho

80 BEETLEBULLY

RANK
F E D C B A S

STRENGTH 166

Their huge horns are heralded as the horror of the insect world.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Psycho

RESISTANCES Vulnerable to Frizz, Dazzleproof

SKILLS 84 Bounty Hunter

FOUND AT --

SYNTHESIZED BY Beetleboy x Metal King Slime

13 BEHEMOTH SLIME

RANK
F E D C B A S

STRENGTH 82

These slimes have undergone a transformation brought about by contact with dark matter.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Psycho, Desperado

RESISTANCES Whackproof

SKILLS 28 Woosh & Zap

FOUND AT Slime Island

SYNTHESIZED BY None

167 BELIAL

RANK
F E D C B A S

STRENGTH 160

Demonic creatures who excel at both physical and magical combat.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Double Trouble, Bangmeister


RESISTANCES Bangproof, Whackproof, Vulnerable to Fizzle

SKILLS 23 Bang & Zam II

FOUND AT --

SYNTHESIZED BY Archdemon x Gold Golem, Great Dragon, Atlas, or Dessert Demon

14 BESHEMOTH SLIME



RANK
F E D C B A S

STRENGTH 84

She-slimes exposed to dark matter become even more carnivorous!

WEAPONS Spears, Axes, Claws, Staves

TRAITS Frizzmeister, Desperado


RESISTANCES Frizzproof

SKILLS 10 Frizz & Zam

FOUND AT --

SYNTHESIZED BY She-slime x Behemoth Slime

52 BLACK DRAGON



RANK
F E D C B A S

STRENGTH 165

Some believe these dragons were turned black by the blistering heat of their own breath.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Zammeister

RESISTANCES Zampproof, Whackproof

SKILLS 69 Antimagic

FOUND AT --

SYNTHESIZED BY Great Dragon x Bone Baron

97 BODKIN ARCHER



RANK
F E D C B A S

STRENGTH 86

Denizens of the forest who live in trees, targeting those who pass beneath the canopy.

WEAPONS Spears, Hammers, Whips, Staves

TRAITS None

RESISTANCES Fizzleproof

SKILLS 66 Fortifier

FOUND AT Fert Isle (Day)

SYNTHESIZED BY Weartiger x Flyguy

136 BOE



RANK
F E D C B A S

STRENGTH 155

There is a nasty rumour going around that he is jum's twin brother.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None


RESISTANCES Confusionproof

SKILLS 66 Fortifier

FOUND AT --

SYNTHESIZED BY Mum, Boh, or Jum x Nature Family

138 BOH



RANK
F E D C B A S

STRENGTH 159

Curls its arms and legs up into a ball to sleep at night—how cute!

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None

RESISTANCES Fizzleproof

SKILLS 59 Healer

FOUND AT --

SYNTHESIZED BY Mum, Joe, or Boe x Beast Family

195 BONE BARON



RANK
F E D C B A S

STRENGTH 161

These sadistic aristocrats continue to oppress the masses even in death.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Counterstriker

RESISTANCES Vulnerable to Zap, Whackproof, Inactionproof

SKILLS 105 Diabolist

FOUND AT --

SYNTHESIZED BY Dark Slime Knight x Grim Rider, Mohawker x Grim Rider

163 BOSS TROLL



RANK
F E D C B A S

STRENGTH 137

These bloodthirsty fiends pound their enemies into the ground, and the ground into dust.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Critical Massacre


RESISTANCES Whackproof, Dazzleproof, Sleepproof

SKILLS 71 Anti-dragon

FOUND AT Fert Isle in treehole

SYNTHESIZED BY Gigantes x Buffalogre

96 BROWNIE



RANK
F E D C B A S

STRENGTH 77

Though typically mild-mannered, these monsters swing their hammers when angered.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Psycho


RESISTANCES Drain Magicproof

SKILLS 84 Bounty Hunter

FOUND AT --

SYNTHESIZED BY Hammerhood x Nature Family

1 BUBBLE SLIME



RANK
F E D C B A S

STRENGTH 8

This blob was born of a poisonous swamp and carries the same toxins in its body.

WEAPONS Hammers, Whips, Claws, Staves

TRAITS Poisoner


RESISTANCES Poisonproof

SKILLS 102 Slimer

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Slime x Platypunk

107 BUFFALOGRE



RANK
F E D C B A S

STRENGTH 148

Wild monsters that use their horns to toss their prey about before feasting.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Psycho

RESISTANCES Whackproof, Confusionproof

SKILLS 92 Berserker

FOUND AT --

SYNTHESIZED BY Gigantes x Soulspawn

68 BULLFINCH



RANK
F E D C B A S

STRENGTH 85

Trying to tip these bovines over will earn you a kick in the rear.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Counterstriker


RESISTANCES Vulnerable to Sleep/Sagproof

SKILLS 91 Toughie

FOUND AT ?

SYNTHESIZED BY Eveel x Weartiger

123 CANNIBOX



RANK
F E D C B A S

STRENGTH 56

Wicked monsters who take the form of chests to lure adventurers in for the kill.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Desperado

RESISTANCES Whackproof

SKILLS 78 Fear-monger

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Goodybag x Goodybag

57 CAPSICHUM



RANK
F E D C B A S

STRENGTH 3

Peppery pals proficient at pulverizing passing perpetrators.

WEAPONS Swords, Spears, Axes, Staves

TRAITS None


RESISTANCES Vulnerable to Frizz, Sleepproof

SKILLS 68 Saboteur

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY Capsichum x Capsichum

198 CAPTAIN CROW



RANK
F E D C B A S

STRENGTH 183

A powerful pirate who perished pursuing a line of light leading to legendary lands.

WEAPONS Swords, Axes, Whips, Staves

TRAITS Psycho

RESISTANCES Whackproof, Confusionproof, Paralysisproof

SKILLS 128 Captain Crow

FOUND AT Defeat Captain Crow in Pirate side quest

SYNTHESIZED BY None

90 CHAINE



RANK
F E D C B A S

STRENGTH 41

These dirty dogs wrap their collars around their victims before landing the final blow.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS None

RESISTANCES Dazzleproof

SKILLS 100 Mime

FOUND AT Palaish Isle (Night)

SYNTHESIZED BY Spiked Hare x Fencing Fox

61 CHIMAERA



RANK
F E D C B A S

STRENGTH 25

Fowl faces that bode foul magic.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Artful dodger

RESISTANCES Confusionproof

SKILLS 61 Cleanser

FOUND AT Xeroph Isle (Night)

SYNTHESIZED BY Wild Boarfish x Winky

102 COCKATEER



RANK **F E D C B A S**

STRENGTH 121

Cocky fighters who are fearless in combat.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Fly Swatter

RESISTANCES Sleepproof

SKILLS 107 Bird Brain

FOUND AT Infern Isle (Outside Tartarus)

SYNTHESIZED BY Notso Macho x Skeleton Soldier

60 CRABID



RANK **F E D C B A S**

STRENGTH 18

This hard-shelled crustacean boasts a nifty line in sidestepping.

WEAPONS Swords, Axes, Claws, Staves

TRAITS None

RESISTANCES Vulnerable to Frizz

SKILLS 63 Defender

FOUND AT Xeroph Isle (Night)

SYNTHESIZED BY Scorpion x Lips

17 CURESLIME



RANK **F E D C B A S**

STRENGTH 104

These medical specialists are more adept than their healslime cousins.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Health Professional

RESISTANCES Whackproof, Fizzleproof

SKILLS 59 Healer

FOUND AT --

SYNTHESIZED BY Healslime x Behemoth Slime

153 DANCING DEVIL



RANK **F E D C B A S**

STRENGTH 62

The dancing moves of these devils cannot be matched by any other monster.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None


RESISTANCES Drain Magicproof, Fizzleproof

SKILLS 89 Dancer

FOUND AT North Celeste Isle (Day)

SYNTHESIZED BY Frogface x Chainine

117 DANCING FLAME



RANK **F E D C B A S**

STRENGTH 20

These fiery creatures are actually passionate lovers as well as fighters.

WEAPONS Swords, Hammers, Whips, Staves

TRAITS Frizzmeister

RESISTANCES Healed by Frizz, Vulnerable to Crack, Healed by Fire Breath

SKILLS 53 Fire Fighter

FOUND AT Xeroph Isle (Day)

SYNTHESIZED BY Bag o' Laughs x Firespirit

19 DARK SLIME



RANK **F E D C B A S**

STRENGTH 117

Similar to drackies, these sinister slimes enjoy slurping on the blood of humans.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Artful Dodger, Zammeister

RESISTANCES Vulnerable to Zap, Healed by Zam

SKILLS 87 Muspell

FOUND AT --

SYNTHESIZED BY Wrecktor x Slime Family, Mum x Phantom Swordsman

20 DARK SLIME KNIGHT



RANK **F E D C B A S**

STRENGTH 125

These slimes have been tainted by the villainous knights who ride them.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Psycho, Zammeister


RESISTANCES Zammproof

SKILLS 58 Dark Knight

FOUND AT Infern Isle (Night)

SYNTHESIZED BY Dark Slime x Slime Knight

25 DARKONIUM SLIME



RANK **F E D C B A S**

STRENGTH 177

Although made of darkonium, they won't get a scout into the finals of the challenge.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Metal Body, Escape Artist


RESISTANCES Practically Invincible

SKILLS 41 Fire II

FOUND AT --

SYNTHESIZED BY Beshemoth Slime x Beshemoth Slime x King Cureslime x Metal King Slime

56 DEMON-AT-ARMS



RANK **F E D C B A S**

STRENGTH 153

Elite soldiers of darkness who have mastered numerous weapons.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Double Trouble

RESISTANCES Whackproof, Vulnerable to Sag

SKILLS 38 Crack & Zam II

FOUND AT --

SYNTHESIZED BY Jamirus x Living Statue, Jamirus x Dingaling, Roseguardin x Demon Family

178 DEMONRIDER



RANK **F E D C B A S**

STRENGTH 44

Speedy savages whose sport is spiting slothful stragglers.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Counterstriker


RESISTANCES Vulnerable to Zap, Fizzleproof

SKILLS 80 Diminisher

FOUND AT Xeroph Isle (Night)

SYNTHESIZED BY Skelegon x Skeleton

152 DESSERT DEMON



RANK **F E D C B A S**

STRENGTH 61

These demons give cutlery a bad name.

WEAPONS Swords, Spears, Axes, Staves

TRAITS None

RESISTANCES Dazzleproof

SKILLS 73 Bolsterer

FOUND AT Xeroph Isle (Ruins)

SYNTHESIZED BY Imp x Dancing Devil

112 DHOULMAGUS

?

RANK **F E D C B A S**

STRENGTH 185

The final form of a jester who yearned for the forbidden power of a scepter.

WEAPONS Spears, Hammers, Whips, Staves

TRAITS Psycho

RESISTANCES Whackproof, Wooshproof

SKILLS 122 Dhoulmagus

FOUND AT --

SYNTHESIZED BY Alabast Dragon x Psaro, Dragovian Lord x Psaro

100 DIEMON



RANK **F E D C B A S**

STRENGTH 103

Masked marauders who hide their faces out of courtesy to beautiful monsters.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Wooshmeister


RESISTANCES Confusionproof

SKILLS 55 Wind Blower

FOUND AT --

SYNTHESIZED BY Winky x4

129 DINGALING



RANK **F E D C B A S**

STRENGTH 97

Play around with one of these and you're sure to get into trouble.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None


RESISTANCES Confusionproof

SKILLS 110 Materialist

FOUND AT Fert Isle (Night)

SYNTHESIZED BY Firespirit x Mud Mannequin

110 DON MOLE



RANK **F E D C B A S**

STRENGTH 173

An amateur musician whose enthusiasm far, far, FAR exceeds his musical talent.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Psycho

RESISTANCES Inactionproof

SKILLS 100 All-Rounder

FOUND AT --

SYNTHESIZED BY Mischievous Mole (x2) x Night Clubber (x2)

200 DR SNAPPED

?

RANK **F E D C B A S X**

STRENGTH 198

He never did get along well with the other children in school.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Double Troupe, Psycho

RESISTANCES Vulnerable to Zap, Healed by Zam, Whackproof

SKILLS 141 Dr Snapped

FOUND AT --

SYNTHESIZED BY Rhapthorne 2 x Ogrodemir x Captain Crow x Darkonium Slime

145 DRACKY



RANK
F E D C B A S

STRENGTH 6

Small, agile creatures with contagious grins that fly through the darkness.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Fizzleproof

SKILLS 58 Dark Knight

FOUND AT Infant Isle (Night), Treasure Island, Dracky Island

SYNTHESIZED BY Bag o' Laughs x Bubble Slime

55 DRAGONLORD



RANK
F E D C B A S X

STRENGTH 186

This monarch spoken of in ancient lore was once bested by the legendary dragon warrior.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES Fire Breathproof, Cold Breathproof, Whackproof

SKILLS 119 Dragonlord

FOUND AT --

SYNTHESIZED BY Alabast Dragon x Gem Slime x Alabast Dragon x Captain Crow

15 DRAGON SLIME



RANK
F E D C B A S

STRENGTH 90

Although they resemble drackies, they are actually allergic to blood!

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Fire Breathproof, Ice Breathproof

SKILLS 106 Dragon Lore

FOUND AT --

SYNTHESIZED BY Drake Slime x Red Dragon, Slime x Walking Corpse

31 DRAGONTHORN



RANK
F E D C B A S

STRENGTH 16

These creatures are born when bunches of vines gain sentience and take the form of dragons.

WEAPONS Hammers, Whips, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Vulnerable to Frizz, Fizzleproof


SKILLS 77 Toxifier

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY Frou-fry x Capsichum

56 DRAGOVIAN LORD

?



RANK
F E D C B A S X

STRENGTH 199

The Lord of the Dragovians, having discarded his human form.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Critical Massacre, Desperado


RESISTANCES Fire Breathproof, Cold Breathproof, Whackproof

SKILLS 120 Dragovian Lord

FOUND AT --

SYNTHESIZED BY Rhapthorne 2 x Dragon Lord

38 DRAGURN



RANK
F E D C B A S

STRENGTH 66

These practical fellows store food in their urns in case they get peckish during battle.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None

RESISTANCES Fizzleproof

SKILLS 40 Fire

FOUND AT Return to Infern Isle

SYNTHESIZED BY Jargon x Great Sabrecub

6 DRAKE SLIME



RANK
F E D C B A S

STRENGTH 38

These slimes count dragons amongst their relatives.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Fire Breathproof, Ice Breathproof

SKILLS 102 Slimer

FOUND AT --

SYNTHESIZED BY Slime x Dragon Family

53 DRAKULARD



RANK
F E D C B A S

STRENGTH 171

The gigantic arms of this burly dragon are registered as lethal weapons.

WEAPONS Axes, Hammers, Claws, Staves


TRAITS None

RESISTANCES Zapproof, Whackproof

SKILLS 91 Toughie

FOUND AT --

SYNTHESIZED BY Drakularge x Atlas

49 DRAKULARGE 

RANK **F E D C B A S**

STRENGTH 135

Greedy dragons who covet shiny objects and never forget a debt.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None

RESISTANCES Bangproof, Whackproof

SKILLS 54 Boom Boxer

FOUND AT --

SYNTHESIZED BY Archdemon x Frou-Frou, Giant Moth x Dragon Family

196 DULLAHAN 

RANK **F E D C B A S**

STRENGTH 170

Fearsome warriors who have lost their heading and their heads!

WEAPONS Swords, Hammers, Staves


TRAITS Psycho

RESISTANCES Whackproof, Paralysisproof

SKILLS 62 Champion

FOUND AT --

SYNTHESIZED BY Bone Baron x Phantom Fencer, Bone Baron x Tortured Soul

84 EMPYREA 

RANK **F E D C B A S X**

STRENGTH ?

This holy bird soars between worlds, protecting them from the darkness.

WEAPONS ?

TRAITS Artful Dodger, Zapmeister

RESISTANCES ?

SKILLS 85 Crusader

FOUND AT --

SYNTHESIZED BY Collect all of the monsters in your library.

144 ESTARK 

RANK **F E D C B A S X**

STRENGTH 192

A lord of the underworld from before recorded history.

WEAPONS Swords, Spears, Hammers, Staves


TRAITS Double Trouble

RESISTANCES Whackproof, Fizzleproof, Vulnerable to Sleep

SKILLS 125 Estark

FOUND AT Defeat the estark after getting the brass key.

SYNTHESIZED BY Psaro x Beetlebully

67 EVEL 

RANK **F E D C B A S**

STRENGTH 75

Evil eels with fearsome fangs to match their atrocious appetites.

WEAPONS Axes, Whips, Claws, Staves

TRAITS Artful Dodger, Poisoner

RESISTANCES Healed by Water, Poisonproof

SKILLS 76 Hypnotist

FOUND AT --

SYNTHESIZED BY Wild Boarfish x Flyguy

161 FALLEN PRIEST 

RANK **F E D C B A S**

STRENGTH 126

Priests who have fallen, and can't summon up the will to return to the light.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Zammeister

RESISTANCES Fizzleproof

SKILLS 31 Woosh & Zam

FOUND AT Infern Isle (Tartarus)

SYNTHESIZED BY Wrecktor x Puppeteer

89 FENCING FOX 

RANK **F E D C B A S**

STRENGTH 34

Foxy warriors whose skill with a foil is unsurpassed.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Early Bird

RESISTANCES Confusionproof

SKILLS 81 Guerrilla

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Hammerhood x Spiked Hare

174 FIRESPIRIT 

RANK **F E D C B A S**

STRENGTH 14

As its name suggests, it likes to play with fire. However, it is not fond of the cold.

WEAPONS Swords, Whips, Claws, Staves

TRAITS Frizzmeister

RESISTANCES Healed by Frizz, Vulnerable to water, Healed by Fire Breath

SKILLS 40 Fire

FOUND AT Xeroph Isle (Night)

SYNTHESIZED BY Ghost x Bag o' Laughs

182 FLYGUY  

RANK **F E D C B A S**

STRENGTH 72

The buzz of their flapping wings is enough to unnervify anybody.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Artful Dodger

RESISTANCES Vulnerable to Frizz, Sleepproof

SKILLS 75 Seal

FOUND AT Infern Isle

SYNTHESIZED BY Funghoul x Hell Hornet

151 FROGFACE  

RANK **F E D C B A S**

STRENGTH 51

Two faces can be better than one, providing they can both breathe underwater.

WEAPONS Spears, Whips, Claws, Stave

TRAITS None

RESISTANCES Vulnerable to Frizz, Dazzleproof

SKILLS 59 Healer

FOUND AT Fert Isle (Day)

SYNTHESIZED BY Lump Wizard x Khamari Kid

118 FROSTBURN  

RANK **F E D C B A S**

STRENGTH 26

This monster's chilling exterior masks a rather cool and laid-back interior.

WEAPONS Swords, Hammers, Whips, Staves



TRAITS Crackmeister

RESISTANCES Vulnerable to Frizz, Healed by Crack, Healed by Ice Breath

SKILLS 56 Icemeister

FOUND AT Xeroph Isle (Night)

SYNTHESIZED BY Dancing Flame x Silvapithecus

48 FROU-FROU  

RANK **F E D C B A S**

STRENGTH 130

Experts at hurling their titanic bulk at enemies to devastating effect.

WEAPONS Axes, Hammers, Claws, Staves



TRAITS None

RESISTANCES Fire Breathproof, Whackproof, Dazzleproof

SKILLS 96 Cold Sleep

FOUND AT Dragon Island

SYNTHESIZED BY Argon Lizard x Argon Lizard x Great Argon Lizard

30 FROU-FRY  

RANK **F E D C B A S**

STRENGTH 9

These creatures use their saw-like teeth to shred the bellies of their prey. Ouch!

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None

RESISTANCES Paralysisproof

SKILLS 56 Icemeister

FOUND AT Dragon Island

SYNTHESIZED BY Komodo x Dracky

176 FUNGHOUL  

RANK **F E D C B A S**

STRENGTH 30

Pestilent creatures that spawn in moist, dark places.

WEAPONS Swords, Whips, Claws, Staves

TRAITS None

RESISTANCES Vulnerable to Frizz, Poisonproof

SKILLS Graveheart

FOUND AT Xeroph Isle (Day)

SYNTHESIZED BY Stump Chump x Lips

98 GARGOYLE  

RANK **F E D C B A S**

STRENGTH 93

Winged warriors that track their targets from above before swooping in for the kill.

WEAPONS Swords, Hammer, Staves

TRAITS Artful Dodger

RESISTANCES Inactionproof

SKILLS 107 Bird Brain

FOUND AT North Celeste Isle (Day)

SYNTHESIZED BY Lesser Demon x Orc

79 GARUDA  

RANK **F E D C B A S**

STRENGTH 158

Gigantic birds of regal appearance feared throughout the skies.

WEAPONS Spears, Axes, Whips, Staves

TRAITS Artful Dodger

RESISTANCES Fizzleproof

SKILLS 7 Frizz & Zap

FOUND AT --

SYNTHESIZED BY Hades Condor x Jamirus

27 GEM SLIME

 **RANK**
F E D C B A S X

STRENGTH 191

These multi-faceted slimes are strong against any manner of attack.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Metal Body, Escape Artist

RESISTANCES Practically Invincible

SKILLS 19 Bang & Zap

FOUND AT --

SYNTHESIZED BY Grandpa slime x Grandpa slime x Gold Golem x Gold Golem

173 GHOST

 **RANK**
F E D C B A S

STRENGTH 7

Small specters that delight in making young children cry.

WEAPONS Swords, Whips, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Whackproof

SKILLS 104 Graveheart

FOUND AT Infant Isle (Night)

SYNTHESIZED BY Slime x Lips

74 GIANT MOTH

 **RANK**
F E D C B A S

STRENGTH 128

Its penchant for spraying clouds of poisonous dust makes it a dangerous adversary.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Artful Dodger, Poisoner

RESISTANCES Vulnerable to Frizz, Poisonproof, Paralysisproof

SKILLS 77 Toxifier

FOUND AT Fert Isle (Night)

SYNTHESIZED BY Beetleboy x Octavian Sentry

104 GIGANTES

 **RANK**
F E D C B A S

STRENGTH 138

These giants carry clubs carved from the trunks of even more gigantic trees.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Last Word

RESISTANCES Whackproof

SKILLS 72 Anti-metal

FOUND AT Infant Isle (Day)

SYNTHESIZED BY Silvapithecus x Drakularge

126 GOLD GOLEM

 **RANK**
F E D C B A S

STRENGTH 70

Glittery golems who have the Midas touch—and an explosive punch.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Psycho

RESISTANCES Whackproof, Vulnerable to Sleep

SKILLS 51 Iceplosion Slashes

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY

134 GOLEM

 **RANK**
F E D C B A S

STRENGTH 139

Hardened goliaths possessing extraordinary power which they use to crush foes.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Psycho

RESISTANCES Whackproof, Vulnerable to Sleep

SKILLS 110 Materialist

FOUND AT --

SYNTHESIZED BY Rockbomb x Giganti

120 GOODYBAG

 **RANK**
F E D C B A S

STRENGTH 35

Decadent monsters whose love for worldly possessions keeps a smile on their faces.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None


RESISTANCES Fizzleproof

SKILLS 67 Enfeeblor

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY See Urchin x Bag o' Laughs

75 GORERILLA

 **RANK**
F E D C B A S

STRENGTH 136

Primates who use their tremendous brute strength to swing a mighty club.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Critical Massacre

RESISTANCES Dazzleproof

SKILLS 83 Huntsman

FOUND AT Fert Isle (Day)

SYNTHESIZED BY Jamirus x Stark Raven

165 GRACOS



RANK **F E D C B A S**

STRENGTH 149

The legendary king rules over all the monsters of the sea.

WEAPONS Swords, Spears, Axes, Staves

TRAITS None

RESISTANCES Healed by Water, Fizzleproof

SKILLS 34 Crack & Zap

FOUND AT --

SYNTHESIZED BY Merman x Archdemon, Octavian Sentry x Archdemon

26 GRANDPA SLIME



RANK **F E D C B A S**

STRENGTH 184

These sagely slimes are privy to arcane knowledge, and even the secret of the ooze.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Psycho, Magic Regenerator

RESISTANCES Whackproof

SKILLS 19 Bang & Zap

FOUND AT Collect 200 monsters in your library.

SYNTHESIZED BY King Slime x Metal King Slime x King Bubble Slime x Metal Kaiser

45 GREAT ARGON LIZARD



RANK **F E D C B A S**

STRENGTH 114

As argon lizards grow older, their bellies grow bolder.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None

RESISTANCES Fire Breathproof, Dazzleproof

SKILLS 46 Breath

FOUND AT Fert Isle (Day), Dragon Island

SYNTHESIZED BY Argon lizard x4

157 GREAT DRACKY



RANK **F E D C B A S**

STRENGTH 95

Gigantic drackies who move much more slowly than their smaller counterparts.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Artful Dodger


RESISTANCES Bangproof, Healed by Zam

SKILLS 16 Bang & Crack

FOUND AT Dracky Island

SYNTHESIZED BY None

50 GREAT DRAGON



RANK **F E D C B A S**

STRENGTH 146

The golden scales of this mighty dragon shield it from both frost and flame.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None

RESISTANCES Fire Breathproof, Ice Breathproof, Whackproof

SKILLS 43 Ice

FOUND AT --

SYNTHESIZED BY Drakularge x Jamirus, A-Rank x Dragon Family

70 GREAT SABRECAT



RANK **F E D C B A S**

STRENGTH 96

Deadly predators who use their amazing speed to shred their victims with lethal claws.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Psycho, Early Bird

RESISTANCES Decelerateproof

SKILLS 65 Naturalist

FOUND AT South Celeste Isle (Day)

SYNTHESIZED BY Great sabrecub x4

65 GREAT SABRECUB



RANK **F E D C B A S**

STRENGTH 55

Though still young cubs, their razor-sharp claws are already vicious weapons.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Psycho


RESISTANCES Decelerateproof

SKILLS 103 Naturalist

FOUND AT South Celeste Isle (Day)

SYNTHESIZED BY Jailcat x Imp

36 GREEN DRAGON



RANK **F E D C B A S**

STRENGTH 54

The tough scales of this dragon can only be pierced by exceptional blades.

WEAPONS Swords, Axes, Claws, Staves


TRAITS None

RESISTANCES Fire Breathproof, Ice Breathproof

SKILLS 106 Dragon Lore

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Imp x Jargon

189 GRIM RIDER 

RANK **F E D C B A S**

STRENGTH 120

Knights who are slain astride their beloved steeds sometimes ride on into undeath.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Counterstriker

RESISTANCES Vulnerable to Zap, Sleepproof

SKILLS 82 Assassin

FOUND AT --

SYNTHESIZED BY Demonrider x Restless Armor

156 GRYPHON 

RANK **F E D C B A S**

STRENGTH 88

Mighty beasts kin to both lion and eagle.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None

RESISTANCES Fizzleproof

SKILLS 69 Antimagic

FOUND AT Celeste Isle (Temple of the Moon)

SYNTHESIZED BY Lesser Demon x Bullfinch

41 HACKSAURUS 

RANK **F E D C B A S**

STRENGTH 91

With axe in hand, they are dedicated to chopping everything they find into tiny pieces.

WEAPONS Swords, Axes, Claws, Staves


TRAITS Critical Massacre

RESISTANCES Confusionproof

SKILLS 106 Dragon Lore

FOUND AT Celeste Isle (Temple of the Moon), Fert Isle (Day)

SYNTHESIZED BY Dragurn x Gryphon

69 HADES CONDOR 

RANK **F E D C B A S**

STRENGTH 92

Their fearsome appearance hides a surprisingly caring demeanour.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Artful Dodger

RESISTANCES Ice Breathproof

SKILLS 60 Cure-all

FOUND AT Infant Isle (Day), Fert Isle (Day)

SYNTHESIZED BY Gryphon x Bullfinch

88 HAMMERHOOD 

RANK **F E D C B A S**

STRENGTH 27

It's not the size of the hammer that counts. It's how you wield it.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Psycho

RESISTANCES Dazzleproof

SKILLS 83 Huntsman

FOUND AT Xeroph Isle (Ruins)

SYNTHESIZED BY Mischievous Mole x Satyr

154 HEADHUNTER 

RANK **F E D C B A S**

STRENGTH 71

These hyperactive hooligans often hyperbolise about how many heads they've hunted.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Metal Beater

RESISTANCES Whackproof

SKILLS 92 Berserker

FOUND AT North & South Celeste Isle (Day)

SYNTHESIZED BY Dancing Devil x Jumping Jackal

4 HEALSLIME 

RANK **F E D C B A S**

STRENGTH 23

These sweet little creatures wave their tentacles about in the most adorable manner.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Health Professional

RESISTANCES Fizzleproof

SKILLS 59 Healer

FOUND AT Xeroph Isle (Day)

SYNTHESIZED BY Shell Slime x Winky

76 HELIGATOR 

RANK **F E D C B A S**

STRENGTH 142

These alligators have evolved into flying beasts resistant to fire and ice.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Fire Breathproof, Ice Breathproof

SKILLS 103 Naturalist

FOUND AT --

SYNTHESIZED BY King Squid x Gracos

66 HELL HORNET



RANK
F E D C B A S

STRENGTH 68

These insect assassins are skilled at skewering foes with their striking stingers.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Artful Dodger, Paralyser


RESISTANCES Vulnerable to Frizz, Poisonproof, Paralysisproof

SKILLS 80 Diminisher

FOUND AT Fert Isle (Day)

SYNTHESIZED BY Great Sabrecub x Frogface

186 HELLHOUND



RANK
F E D C B A S

STRENGTH 102

Leopold's pack, tainted like him by darkness.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Psycho

RESISTANCES Vulnerable to Zap, Sagproof

SKILLS 37 Crack & Zam

FOUND AT Fert Isle (Night)

SYNTHESIZED BY None

130 HUNTER MECH



RANK
F E D C B A S

STRENGTH 105

A fearsome, four-legged machine created to hunt metal monsters.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Metal Beater

RESISTANCES Whackproof, Poisonproof, Paralysisproof

SKILLS 72 Anti-metal

FOUND AT South Celeste Isle (Day)

SYNTHESIZED BY Metal Slime Knight x Lethal Armour

149 IMP



RANK
F E D C B A S

STRENGTH 36

Mischievous fiends who delight in blowing things up.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Bangmeister

RESISTANCES Fizzleproof

SKILLS 1 Frizz & Bang

FOUND AT Xeroph Isle (Ruins)

SYNTHESIZED BY See Urchin x Argon Lizard

64 JAILCAT



RANK
F E D C B A S

STRENGTH 48

These felines are especially fond of their stripes.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Crackmeister

RESISTANCES Crackproof

SKILLS 25 Woosh & Crack

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Spiked Hare x Snail Slime

164 JAMIRUS



RANK
F E D C B A S

STRENGTH 140

A mighty fiend whose training has made it twice the threat it once was.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Double Trouble

RESISTANCES Whackproof, Fizzleproof, Vulnerable to Inaction

SKILLS 4 Frizz & Woosh

FOUND AT --

SYNTHESIZED BY Gigantes x Dracky, King Cure Slime x Demon Family, Golem x Demon Family

35 JARGON



RANK
F E D C B A S

STRENGTH 47

These dragons keep a special brew in their jars especially for post-battle celebrations.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None


RESISTANCES Drain Magicproof

SKILLS 91 Toughie

FOUND AT Fert Isle (Night), Cell HQ

SYNTHESIZED BY Snapdragon x Chainine

132 JUM



RANK
F E D C B A S

STRENGTH 122

There is a nasty rumour going around that he is boe's twin brother.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None

RESISTANCES Sleepproof

SKILLS 63 Defender

FOUND AT --

SYNTHESIZED BY Grim Rider x Puppeteer, Wrecktor x Shadow

93 JUMPING JACKAL

RANK
F E D C B A S

STRENGTH 59

Once this vicious beast picks up the scent, its prey has little hope of escaping in one piece.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Able Ambusher

RESISTANCES Dazzleproof

SKILLS 64 Speedster

FOUND AT --

SYNTHESIZED BY Great Sabrecub x Chainine

82 KHALAMARI

RANK
F E D C B A S

STRENGTH

Likes to play puppet shows with its tentacles at passing ships.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS None

RESISTANCES Healed by Water, Whackproof, Fizzleproof

SKILLS 47 Breath II

FOUND AT --

SYNTHESIZED BY Khalamari Kid (x2) x King Squid (x2)

63 KHALAMARI KID

RANK
F E D C B A S

STRENGTH 40

These sea dwellers know they're cute—and flaunt it!

WEAPONS Axes, Whips, Claws, Staves

TRAITS None

RESISTANCES Healed by Water, Fizzleproof

SKILLS 98 Aquapothecary

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY See Urchin x Spiked Hare

140 KILLING MACHINE

RANK
F E D C B A S

STRENGTH 174

These mechanical monstrosities were manufactured to menace all mankind.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Double Trouble

RESISTANCES Vulnerable to Bang, Whackproof, Dazzleproof

SKILLS 82 Assassin

FOUND AT --

SYNTHESIZED BY Hunter Mech x Mechan-o'wurm, Hunter Mech x Phantom Swordsman

22 KING BUBBLE SLIME

RANK
F E D C B A S

STRENGTH 144

Bubble slimes figured out how to join together too, after watching normal slimes do their little trick.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Poisoner

RESISTANCES Poisonproof, Paralysisproof

SKILLS 79 Bad Breath

FOUND AT --

SYNTHESIZED BY A Rank x Slime Family

21 KING CURESLIME

RANK
F E D C B A S

STRENGTH 134

These masters of healing cast Omniheal with the greatest of ease.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Health Professional

RESISTANCES Vulnerable to Whack, Fizzleproof

SKILLS 60 Cure-all

FOUND AT --

SYNTHESIZED BY King Slime x2, Dark Slime Knight x Metal Slime Knight, Dark Slime x Archdemon

121 KING KELP

RANK
F E D C B A S

STRENGTH 42

This musician keeps his mic polished at all times, and is always ready to holler a tune.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None

RESISTANCES Healed by Water, Sleepproof

SKILLS 99 All-Rounder

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY Goodybag x See Urchin

16 KING SLIME

RANK
F E D C B A S

STRENGTH 99

This whopper is created from the cooperative power of a group of slimes merged into one.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Critical Massacre

RESISTANCES Whackproof

SKILLS 97 Cleric


FOUND AT Infant Isle (Day)

SYNTHESIZED BY Behemoth Slime x Behemoth Slime, Slime (x4)



MALROTH

81 KING SQUID

 **RANK** FEDCBAS

STRENGTH 172

This killing machine of the sea is armed with long and deadly tentacles.

WEAPONS Spears, Axes, Whips, Staves

TRAITS Steady Recovery

RESISTANCES Healed by Water, Fizzleproof

SKILLS 61 Cleanser

FOUND AT --

SYNTHESIZED BY Khamari Kid x Night Clubber, Yabby x Gracos

29 KOMODO

 **RANK** FEDCBAS

STRENGTH 2

Giant lizards that hunt scouts for sport.

WEAPONS Axes, Claws, Staves

TRAITS None

RESISTANCES Dazzleproof

SKILLS 63 Defender

FOUND AT Xeroph Isle (Day)

SYNTHESIZED BY Slime x Capsicum

83 LEOPOLD

 **RANK** FEDCBAS X

STRENGTH 190

This chaotic canine appears to be empowered — or is it controlled? — by the sceptre.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Artful Dodger, Zammeister

RESISTANCES Healed by Zam

SKILLS 121 Leopold

FOUND AT Collect all of the skills in your library.

SYNTHESIZED BY None

155 LESSER DEMON

 **RANK** FEDCBAS

STRENGTH 79

Wicked demons created in the very heart of darkness to be a plague upon the world.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None


RESISTANCES Bangproof

SKILLS 105 Diabolist

FOUND AT South Celeste Isle (Night & Temple of the Sun)

SYNTHESIZED BY Dancing Devil x Weartiger

160 LETHAL ARMOUR



RANK
F E D C B A S

STRENGTH 123

These deadly knights are stained in the blood of their victims.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Able Ambusher


RESISTANCES Confusionproof

SKILLS 96 Cold Sleep

FOUND AT Return to Infern Isle

SYNTHESIZED BY Skeleton Soldier x Lesser Demon

146 LIPS



RANK
F E D C B A S

STRENGTH 13

These slobbery monsters are renowned for their slippery skin.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS None


RESISTANCES Drain magicproof

SKILLS 76 Hypnotist

FOUND AT Infant Isle (Cave)

SYNTHESIZED BY Dracky x Wild Boarfish

18 LIQUID METAL SLIME



RANK
F E D C B A S

STRENGTH 107

Their liquid metal bodies soften even the most powerful impacts.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Metal Body, Escape Artist


RESISTANCES Practically Invincible

SKILLS 90 Bombardier

FOUND AT Infern Isle (Tartarus), Metal Menagerie

SYNTHESIZED BY Metal Slime x Metal Slime

135 LIVING STATUE



RANK
F E D C B A S

STRENGTH 150

Powerful, ancient magic has breathed life into these once immobile titans.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Critical Massacre


RESISTANCES Whackproof, Sleepproof

SKILLS 74 Barricade

FOUND AT --

SYNTHESIZED BY Buffalogre x Golem, Metal Slime Knight x Golem

150 LUMP WIZARD



RANK
F E D C B A S

STRENGTH 43

The bodies of these wizards are highly resistant to the effects of magic.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None


RESISTANCES Attack Magicproof (except Magic Burst)

SKILLS 13 Bang & Woosh

FOUND AT Palaish Isle (Temple), Fert Isle (Night)

SYNTHESIZED BY Imp x King Kelp

170 MALROTH



RANK
F E D C B A S

STRENGTH 182

A god of destruction who plans to usher death unto all living beings.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Artful Dodger, Psycho


RESISTANCES Healed by Zam, Whackproof, Confusionproof

SKILLS 182 Über Wisdom Boost

FOUND AT --

SYNTHESIZED BY Demon-at-arms x Living Statue, Demon-at-arms x Buffalogre

127 MECHA-MYNAH



RANK
F E D C B A S

STRENGTH 78

Clockwork birds with an uncanny constitution.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Artful Dodger


RESISTANCES Whackproof, Inactionproof

SKILLS 107 Bird Brain

FOUND AT South Celeste Isle (Day)

SYNTHESIZED BY Gold Golem x Fencing Fox

51 MECHAN-O'-WYRM



RANK
F E D C B A S

STRENGTH 162

Love of gold has turned these miserly machines into their favourite colour.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Critical Massacre


RESISTANCES Whackproof, Paralysisproof

SKILLS 74 Barricade

FOUND AT --

SYNTHESIZED BY Metal Dragon x Great Dragon

47 MEGALODON



RANK
F E D C B A S

STRENGTH 127

Serpents that reside in only the cleanest of waters.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Artful Dodger


RESISTANCES Fizzleproof

SKILLS 46 Breath

FOUND AT --

SYNTHESIZED BY Octavian Sentry x Abyss Diver

99 MERMAN



RANK
F E D C B A S

STRENGTH 94

Though most at home in water, these sea creatures have also learnt to travel on land.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None

RESISTANCES Healed by Water, Dazzleproof

SKILLS 98 Aquapothecary

FOUND AT --

SYNTHESIZED BY Bodkin Archer x Imp, Hades Condor x Fencing Fox, Satyr x Dragon Slime

44 METAL DRAGON



RANK
F E D C B A S

STRENGTH 112

It is said these man-made machines are imbued with the spirits of dragons.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None


RESISTANCES Whackproof

SKILLS Assassin

FOUND AT Cell HQ

SYNTHESIZED BY Metal Slime Knight x Red Dragon, Roboster x Red Dragon

23 METAL KAISER SLIME



RANK
F E D C B A S

STRENGTH 151

These slimes revere honour and chivalry above all else.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Metal Body, Escape Artist

RESISTANCES Practically Invincible

SKILLS 22 Bang & Zam

FOUND AT Collect 150 skills in your library.

SYNTHESIZED BY Metal Slime x2 x Liquid Metal x Metal Slime Knight

24 METAL KING SLIME



RANK
F E D C B A S

STRENGTH 164

These monarchs move with menacing speed that is never hampered by their protoplasm.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Metal Body, Escape Artist

RESISTANCES Practically Invincible

SKILLS 16 Bang & Crack

FOUND AT Metal Menagerie

SYNTHESIZED BY Liquid Metal Slime x4

10 METAL SLIME



RANK
F E D C B A S

STRENGTH 67

These slimes are astonishingly agile despite their heavy metal coating.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Metal Body, Escape Artist

RESISTANCES Practically Invincible

SKILLS 102 Slimer

FOUND AT South Celeste Isle (Day), Fert Isle (Day), Metal Menagerie

SYNTHESIZED BY

11 METAL SLIME KNIGHT



RANK
F E D C B A S

STRENGTH 73

It is believed that these knights have sworn fealty to their beloved metal slimes.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Counterstriker


RESISTANCES Paralysisproof

SKILLS 52 Darklight Slashes

FOUND AT Infern Isle (Day)

SYNTHESIZED BY Slime Knight x Dancing Devil

133 MIMIC



RANK
F E D C B A S

STRENGTH 131

These cowardly monsters spend their whole lives hiding inside treasure boxes.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Critical Massacre

RESISTANCES Whackproof, Fizzleproof

SKILLS 95 Nightmare

FOUND AT The occasional chest

SYNTHESIZED BY Lethal Armour x Cannibox

86 MISCHIEVOUS MOLE



RANK
F E D C B A S

STRENGTH

Who knows what mischief these moles get up to with their spades...

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Psycho


RESISTANCES Dazzleproof

SKILLS 81 Guerrilla

FOUND AT Infant Isle (Day)

SYNTHESIZED BY Platypunk x Bag o' Laughs

106 MOHAWKER



RANK
F E D C B A S

STRENGTH 145

The intimidating hairdos of these beasts will make your own hair stand on end.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS None


RESISTANCES Whackproof, Sleepproof

SKILLS 57 White Knight

FOUND AT --

SYNTHESIZED BY Buffalogre x Wild Slime, Great Sabrecat, or Bone Baron

105 MOOSIFER



RANK
F E D C B A S

STRENGTH 143

These rugged ruffians are masters of both the martial and mental arts.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Psycho

RESISTANCES Whackproof

SKILLS 25 Woosh & Crack

FOUND AT --

SYNTHESIZED BY Pan Piper x Buffalogre, Satyr x Buffalogre

172 MORTAMOR



RANK
F E D C B A S X

STRENGTH 193

A monstrous king whose ambitions extend even unto the world of dreams.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Steady Recovery, Magic Regenerator

RESISTANCES Fire Breathproof, Cold Breathproof, Whackproof

SKILLS 127 Mortamor

FOUND AT --

SYNTHESIZED BY Nimzo x Estark

128 MUD MANNEQUIN



RANK
F E D C B A S

STRENGTH 87

Magical puppets brought to life for the sole purpose of dancing.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None

RESISTANCES Vulnerable to Frizz, Dazzleproof

SKILLS 89 Dancer

FOUND AT Fert Isle (Night)

SYNTHESIZED BY Mecha-mynah x Headhunter

177 MUDDY HAND



RANK
F E D C B A S

STRENGTH 37

The souls of those who died in swamps... Always ready to give fellow monsters a hand!

WEAPONS Swords, Hammers, Whips, Staves

TRAITS None

RESISTANCES Vulnerable to Frizz, Dazzleproof

SKILLS 110 Materialist

FOUND AT Xeroph Isle (Cave)

SYNTHESIZED BY Funghoul x Fencing Fox

137 MUM



RANK
F E D C B A S

STRENGTH 156

Claims to be a natural-born leader and ingenious strategist.

WEAPONS Swords, Spears, Whips, Staves

TRAITS None


RESISTANCES None

SKILLS 65 Mage Aid

FOUND AT --

SYNTHESIZED BY Boe, Boh, or Jum x Material Family

141 MUMBOH-JUMBOE



RANK
F E D C B A S

STRENGTH 181

This creature is walking proof that the whole can be greater than the sum of its parts.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Bangmeister

RESISTANCES Whackproof, Sleepproof

SKILLS 74 Barricade

FOUND AT --

SYNTHESIZED BY Mum x Boe x Jum x Boh

179 MUMMY BOY 

RANK **F E D C B A S**

STRENGTH 45

Malicious mummies who spread pestilence amongst the living.

WEAPONS Swords, Spears, Whips, Staves


TRAITS None

RESISTANCES Crackproof, Vulnerable to Zap, Whackproof

SKILLS 104 Graveheart

FOUND AT Xeroph Isle (Ruins)

SYNTHESIZED BY Funghoul x King Kelp

33 NARDRAGON 

RANK **F E D C B A S**

STRENGTH 32

The horn of a nardragon can pierce any armour.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES None

SKILLS 93 Martyr

FOUND AT South Celeste Isle (Night)

SYNTHESIZED BY Argon Lizard x Crabid

169 NIGHT CLUBBER 

RANK **F E D C B A S**

STRENGTH 175

During the daytime, these beasts practice their clubbing techniques on small animals.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Critical Massacre

RESISTANCES Whackproof

SKILLS 93 Martyr

FOUND AT --

SYNTHESIZED BY Boss Troll x Frou-Frou, Drakularge, or Pazuzu

94 NIGHT EMPEROR 

RANK **F E D C B A S**

STRENGTH 69

Giant bat-like monsters that are most active during the hours of darkness.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Sleepproof

SKILLS 79 Bad Breath

FOUND AT North Celeste Isle (Night)

SYNTHESIZED BY Jumping Jackal x Dracky

111 NIMZO 

RANK **F E D C B A S**

STRENGTH 180

This great ruler is worshipped as a god by many monsters.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Double Trouble

RESISTANCES Healed by Zam, Whackproof, Vulnerable to Sap

SKILLS 126 Nimzo

FOUND AT --

SYNTHESIZED BY Drakulard x Malroth

101 NOTSO MACHO 

RANK **F E D C B A S**

STRENGTH 109

Masters of the blade who laugh in the face of Death. How rude.

WEAPONS Swords, Axes, hammers, Staves

TRAITS None

RESISTANCES Confusionproof

SKILLS 92 Berserker

FOUND AT  Celeste Isle (Temple of the Sun)

SYNTHESIZED BY Merman x Restless Armour

158 OCTAVIAN SENTRY 

RANK **F E D C B A S**

STRENGTH 98

Powerful warriors of the sea that take pleasure in skewering their enemies.

WEAPONS Swords, Spears, Axes, Staves

TRAITS None

RESISTANCES Healed by Water, Sagproof

SKILLS 50 Thunderwind Slashes

FOUND AT --

SYNTHESIZED BY Gryphon x Seasaur

199 OGREDEMIR 

RANK **F E D C B A S**

STRENGTH 194

In ages past, he sought to become a god.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Double Trouble

RESISTANCES Whackproof, Vulnerable to Confuse, Paralysisproof

SKILLS 87 Muspell

FOUND AT --

SYNTHESIZED BY Dragovian Lord x Mortamor, Alabast Dragon x Mortamor

31 ORC



RANK
F E D C B A S

STRENGTH 49

Driven from their forest homes, they have turned on humans.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None


RESISTANCES Sleepproof

SKILLS 64 Speedster

FOUND AT --

SYNTHESIZED BY Chainine x Chimaera

92 PAN PIPER



RANK
F E D C B A S

STRENGTH 57

Unlike their cousins, these creatures dance for the good of their health.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None


RESISTANCES Sleepproof

SKILLS 95 Nightmare

FOUND AT --

SYNTHESIZED BY Satyr x Dingaling

108 PAZUZU



RANK
F E D C B A S

STRENGTH 163

This fiendish creature has dyed its fur a terrifying shade of pink!

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None

RESISTANCES Crackproof, Whackproof

SKILLS 90 Bombardier

FOUND AT --

SYNTHESIZED BY Silvapithec x Jamirus, King Squid, Gigantes, or Golem

181 PHANTOM FENCER



RANK
F E D C B A S

STRENGTH 63

Those felled by the blade often take it up in the afterlife.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Artful Dodger

RESISTANCES Wooshproof, Vulnerable to Zap, Whackproof

SKILLS 55 Wind Blower

FOUND AT Celeste Isle (Temple of the Moon)

SYNTHESIZED BY Mummy Boy x Desert Demon

187 PHANTOM SWORDSMAN



RANK
F E D C B A S

STRENGTH 115

The cloaks of these warriors are actually stained with grape juice.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Artful Dodger

RESISTANCES Vulnerable to Zap, Whackproof, Dazzleproof

SKILLS 31 Woosh & Zam

FOUND AT Infern Isle (Tartarus)

SYNTHESIZED BY Skeleton Soldier x Skeleton Soldier

85 PLATYPUNK



RANK
F E D C B A S

STRENGTH 4

Their waggish expression belies their ferocity.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS None

RESISTANCES Fizzleproof

SKILLS 103 Naturalist

FOUND AT Infant Isle (Day)

SYNTHESIZED BY Capsichum x Bag o' Laughs

143 PSARO



RANK
F E D C B A S X

STRENGTH 189

Harnessing the power of evolution, this mighty demon has become destruction incarnate.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Psycho, Desperado

RESISTANCES Whackproof

SKILLS 88 Niflheim

FOUND AT --

SYNTHESIZED BY Ruin x Roseguardin

131 PUPPETEER



RANK
F E D C B A S

STRENGTH 110

He made the puppets all by himself.

WEAPONS Swords, Hammers, Whips, Staves

TRAITS None

RESISTANCES Sleepproof

SKILLS 99 All-Rounder

FOUND AT --

SYNTHESIZED BY Dingaling x Skeleton

113 RHAPTHORNE

?  RANK **F E D C B A S X**

STRENGTH 196

A mighty god of darkness who comes in a very small package.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Artful Dodger, Zammeister

RESISTANCES Healed by Zam, Whackproof

SKILLS 123 Rhapthorne

FOUND AT --

SYNTHESIZED BY Dhoulmagus x Nimzo

114 RHAPTHORNE (2ND FORM)

?  RANK **F E D C B A S X**

STRENGTH 197

A mighty god of darkness who comes in a very large package.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Artful Dodger, Psycho

RESISTANCES Healed by Zam

SKILLS 124 Rhapthorne II

FOUND AT --

SYNTHESIZED BY Rhapthorne x Zoma

40 RED DRAGON

 **40**  RANK **F E D C B A S**

STRENGTH 83

Legends say these dragons were born in volcanic furnaces beneath the ground.

WEAPONS Swords, Spears, Claws, Staves

TRAITS Magic Regenerator

RESISTANCES Fire Breathproof, Fizzleproof

SKILLS 75 Seal

FOUND AT --

SYNTHESIZED BY Green Dragon x Lesser Demon, Green Dragon x Beast Family

185 RESTLESS ARMOUR

 **185**  RANK **F E D C B A S**

STRENGTH 100

The soul inside the armour searches for something it lost long ago.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Psycho



RESISTANCES Whackproof

SKILLS 71 Anti-dragon

FOUND AT Celeste Isle (Night South + Moon)

SYNTHESIZED BY Walking Corpse x Mecha-mynah

78 RIPTIDE

 **78**  RANK **F E D C B A S**

STRENGTH 152

These lightning-fast warriors of the sea have made an art of surprising unwary mariners.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Early Bird

RESISTANCES Confusionproof

SKILLS 49 Firewind Slashes

FOUND AT --

SYNTHESIZED BY Jumping Jackal x Heligator

168 ROBBIN' HOOD

 **168**  RANK **F E D C B A S**

STRENGTH 169

An infamous bandit who steals from the rich and gives to no one.

WEAPONS Spears, Axes, Hammers, Staves

TRAITS Psycho



RESISTANCES Whackproof, Inactionproof

SKILLS 84 Bounty Hunter

FOUND AT Win from Chance Encounter. Collect all of the monsters and skills in your library.

SYNTHESIZED BY

124 ROCKBOMB

 **124**  RANK **F E D C B A S**

STRENGTH 60

These rugged rocks smile through to the bitter end.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None

RESISTANCES Whackproof

SKILLS 93 Martyr

FOUND AT --

SYNTHESIZED BY Skipper x Spitnik

194 ROSEGUARDIN

 **194**  RANK **F E D C B A S**

STRENGTH 157

This knight has dedicated himself to protecting one special person.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Double Trouble

RESISTANCES Whackproof, Fizzleproof, Paralysisproof

SKILLS 80 Diminisher

FOUND AT --

SYNTHESIZED BY Lethal Armour x Bone Baron, Lethal Armour x Riptide

142 RUIN



RANK
F E D C B A S X

STRENGTH 187

A malevolent beast born of the remnants of an ancient castle.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Last Word, Critical Massacre

RESISTANCES Whackproof, Confusionproof

SKILLS 88 Niflheim

FOUND AT --

SYNTHESIZED BY Gold Golem x Mumboh-jumbeo, Living Statue x Mumboh-jumbeo

87 SATYR



RANK
F E D C B A S

STRENGTH 19

The sight of one of these beasts dancing all by itself is strangely sorrowful.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None

RESISTANCES Sleepproof

SKILLS 89 Dancer

FOUND AT Domus Isle Sewer (Night)

SYNTHESIZED BY Mischievous Mole x Capsichum

72 SCISSOR BEATLE



RANK
F E D C B A S

STRENGTH 111

They battle day and night, seeking to ascend to the throne of bug-kind.

WEAPONS Swords, Axes, Claws, Staves

TRAITS Psycho


RESISTANCES Vulnerable to Frizz, Sleepproof

SKILLS Hive Mind

FOUND AT Fert Isle (Day)

SYNTHESIZED BY Yabby x Scorpion

59 SCORPION



RANK
F E D C B A S

STRENGTH 17

The poisonous tails of these predators can paralyse their prey at a pinch.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Critical Massacre, Paralyser


RESISTANCES Vulnerable to Frizz, Poisonproof, Paralysisproof

SKILLS 109 Hive Mind

FOUND AT Xeroph Isle (Day)

SYNTHESIZED BY Crabid x Chimaera

42 SEA DRAGON



RANK
F E D C B A S

STRENGTH 101

It is quite enjoyable to wrap around your enemy and slowly squeeze the life out of it.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Bangproof

SKILLS 43 Ice

FOUND AT --

SYNTHESIZED BY Eeveel x Seasaur

39 SEASAU



RANK
F E D C B A S

STRENGTH 74

Their powerful jaws confirm their place as rulers of the sea.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Fizzleproof

SKILLS 106 Dragon Lore

FOUND AT Palaish Isle (Night)

SYNTHESIZED BY Green Dragon x Headhunter

148 SEE URCHIN



RANK
F E D C B A S

STRENGTH 29

Prickly denizens of the sea who see everything, you see.

WEAPONS Spears, Hammers, Whips, Staves

TRAITS Health Professional

RESISTANCES Healed by Water, Fizzleproof

SKILLS 98 Aquapothecary

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY Winky x Shell Slime

116 SHADOW



RANK
F E D C B A S

STRENGTH 12

Who knows what evil lurks in the hearts of men? These monsters do.

WEAPONS Swords, Spears, Axes, Staves

TRAITS Zammeister

RESISTANCES Vulnerable to Zap, Healed by Zam, Whackproof

SKILLS 94 Reaper

FOUND AT Infant Isle (Cave)

SYNTHESIZED BY Bag o' Laughs x Dracky

3 SHELL SLIME

RANK FEDCBAS

STRENGTH 15

When surprised or threatened, these timid little fellows take refuge under their sturdy shells.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None

RESISTANCES None

SKILLS 73 Bolsterer

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY Slime x Mischievous Mole

5 SHE-SLIME

RANK FEDCBAS

STRENGTH 31

Slimologists have recently discovered that carnivorous slimes turn a reddish shade.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Frizzmeister

RESISTANCES Frizzproof

SKILLS 7 Frizz & Zap

FOUND AT Slime Island

SYNTHESIZED BY Firespirit x Healslime

103 SILVAPITHECUS

RANK FEDCBAS

STRENGTH 129

Winged, silver monkeys with a slightly majestic air about them.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None

RESISTANCES Whackproof

SKILLS 105 Diabolist

FOUND AT Infern Isle (Tartarus)

SYNTHESIZED BY Cockateer x Lethal Armour

37 SKELETON

RANK FEDCBAS

STRENGTH 58

Loath to relinquish life, this creature lives on through its flesh is long gone.

WEAPONS Spears, Axes, Claws, Staves

TRAITS None

RESISTANCES Vulnerable to Zap, Whackproof

SKILLS 37 Crack & Zam


FOUND AT Xeroph Isle (Night)

SYNTHESIZED BY Hacksaurus x Skipper



SLIME KNIGHT

183 SKELETON



RANK
F E D C B A S

STRENGTH 80

The risen remains of warriors felled in long forgotten wars.

WEAPONS Swords, Spears, Axes, Staves

TRAITS None


RESISTANCES Vulnerable to Zap, Whackproof, Inactionproof

SKILLS 67 Enfeeblor

FOUND AT Infern Isle

SYNTHESIZED BY Flyguy x Headhunter

188 SKELETON SOLDIER



RANK
F E D C B A S

STRENGTH 116

One scratch from this skeleton's scythe may well earn you a free trip to the underworld.

WEAPONS Swords, Spears, Axes, Staves

TRAITS None

RESISTANCES Vulnerable to Zap, Whackproof, Inactionproof

SKILLS 59 Healer

FOUND AT Celeste Isle (Temple of the Sun), Infern Isle (Outside Tartarus)

SYNTHESIZED BY Skeleton x Wrecktor

180 SKIPPER



RANK
F E D C B A S

STRENGTH 52

Smelly boots inhabited by smellier sprites.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None

RESISTANCES Inactionproof

SKILLS 68 Saboteur

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Funghoul x Wax Murderer

1 SLIME



RANK
F E D C B A S

STRENGTH 1

This little monster sports soft skin and a silly smile.

WEAPONS Spears, Whips, Claws, Staves

TRAITS Traits Critical Massacre


RESISTANCES None

SKILLS Slimer, Attack Boost

FOUND AT Infant Isle (Day), Treasure Island, Slime Island

SYNTHESIZED BY Slime x Slime

9 SLIME KNIGHT



RANK
F E D C B A S

STRENGTH 65

Contrary to popular opinion, it is actually the slime giving the orders!

WEAPONS Swords, Spears, Claws, Staves

TRAITS Counterstriker


RESISTANCES Confusionproof

SKILLS 57 White Knight

FOUND AT --

SYNTHESIZED BY Phantom Fencer x Slime

7 SNAIL SLIME



RANK
F E D C B A S

STRENGTH 46

These quirky slimes are more nimble than their heavy shells might have you believe.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS None

RESISTANCES Dazzleproof

SKILLS 65 Mage Aid

FOUND AT --

SYNTHESIZED BY Shell Slime x Snapdragon

34 SNAPDRAGON



RANK
F E D C B A S

STRENGTH 39

Most often found in cold, arid regions.

WEAPONS Hammers, Whips, Claws, Staves

TRAITS Artful Dodger


RESISTANCES Vulnerable to Frizz, Confusionproof

SKILLS 4 Frizz & woosh

FOUND AT --

SYNTHESIZED BY Dragonthorn x Undead Family, Dragonthron x Goodybag

190 SOULSPAWN



RANK
F E D C B A S

STRENGTH 124

Dark spirits born from the crews of ships that sink at sea.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS None


RESISTANCES Vulnerable to Zap, Whackproof, Poisonproof

SKILLS 104 Graveheart

FOUND AT Infern Isle (Tartarus)

SYNTHESIZED BY Phantom Swordsman x Lethal Armour

62 SPIKED HARE



RANK **F E D C B A S**

STRENGTH 33

It's clear from the horn that you won't be brushing this hare aside in a hurry.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES Drain Magicproof

SKILLS 103 Naturalist

FOUND AT Palaish Isle (Day)

SYNTHESIZED BY Chimaera x Nardragon

119 SPITNIK



RANK **F E D C B A S**

STRENGTH 28

Small, sentient suns circled by similar, somewhat smaller satellites.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Bangmeister

RESISTANCES Healed by Bang, Vulnerable to Crack

SKILLS 1 Frizz & Bang

FOUND AT Xeroph Isle (Day)

SYNTHESIZED BY Frostburn x Firespirit

191 STARK RAVEN



RANK **F E D C B A S**

STRENGTH 133

Mad birds that are adept at wily manoeuvring in combat.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Artful Dodger


RESISTANCES Whackproof

SKILLS 107 Bird Brain

FOUND AT --

SYNTHESIZED BY Skeleton x Silvapithec

175 STUMP CHUMP



RANK **F E D C B A S**

STRENGTH 22

Once tall and proud, it now fights to avenge all the other trees cut down in their prime.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None


RESISTANCES Vulnerable to Frizz, Fizzleproof

SKILLS 108 Green Finger

FOUND AT Infant Isle (Night), Treasure Island

SYNTHESIZED BY Ghost x Satyr

193 TORTURED SOUL



RANK **F E D C B A S**

STRENGTH 154

Men of the cloth who perform evil deeds are punished severely for their sins.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Poisoner

RESISTANCES Vulnerable to Zap, Whackproof, Sleepproof

SKILLS 86 Cursader

FOUND AT --

SYNTHESIZED BY Living Statue x Stark Raven, Demon-at-arms x Metal Kaiser, Mum x Skeleton, Rank A x Undead Family

139 TRAP BOX



RANK **F E D C B A S**

STRENGTH 168

Few who fall upon this ingenious trap ever live to tell the tale.

WEAPONS Swords, Hammers, Claws, Staves

TRAITS Critical Massacre

RESISTANCES Whackproof, Paralysisproof

SKILLS 78 Fear-monger

FOUND AT Infern Isle (Tartarus)

SYNTHESIZED BY metal kaiser slime x Cannibox x Mimic x2

71 TREEFACE



RANK **F E D C B A S**

STRENGTH 108

Chop bits off and they'll just grow back—truly a lumberjack's worst nightmare.

WEAPONS Axes, Hammers, Claws, Staves

TRAITS Steady Recovery

RESISTANCES Vulnerable to Frizz

SKILLS 108 Green Finger

FOUND AT Fert Isle (Night)

SYNTHESIZED BY Great Sabrecub x Hunter Mech

28 TRODE



RANK **F E D C B A S**

STRENGTH ???

'My word! Where am I? And just where is my precious Medea!'

WEAPONS Swords, Whips, Claws, Staves

TRAITS Psycho, Counterstriker


RESISTANCES Whackproof

SKILLS 101 Trickster

FOUND AT --

SYNTHESIZED BY None

43 TYRANTOSAURUS



RANK
F E D C B A S

STRENGTH 106

Smashing enemies into little bits brings a gleeful grin to their wicked faces.

WEAPONS Sword, Hammer, Claws, Staff

TRAITS Critical Massacre

RESISTANCES Sagproof

SKILLS 81 Guerilla

FOUND AT Infern Isle (Outside Tartarus)

SYNTHESIZED BY Hacksaurus x Chimaera

192 WAILIN' WEED



RANK
F E D C B A S

STRENGTH 141

Singers of the sea who synchronise their slap attack in symphony.

WEAPONS Swords, Hammers, Whips, Staves

TRAITS None


RESISTANCES Vulnerable to Frizz, Fizzleproof

SKILLS 99 All-Rounder

FOUND AT Fert Isle (Night)

SYNTHESIZED BY Gorerilla x Skeleton Soldier

184 WALKING CORPSE



RANK
F E D C B A S

STRENGTH 89

These zombies serve as a warning to all would-be grave robbers.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS None


RESISTANCES Vulnerable to Zap, Whackproof, Poisonproof

SKILLS 79 Bad Breath

FOUND AT Infern Isle

SYNTHESIZED BY Skeleton x Dancing Devil

122 WAX MURDERER



RANK
F E D C B A S

STRENGTH 50

Few monsters can hold a light to these sparky fellows.

WEAPONS Swords, Spears, Claws, Staves

TRAITS None


RESISTANCES Sagproof

SKILLS 53 Fire Fighter

FOUND AT Palaish Isle (Temple)

SYNTHESIZED BY Bag o' Laughs x Mummy Boy

95 WEARTIGER



RANK
F E D C B A S

STRENGTH 76

These feline beasts have become possessed by the very men they ate.

WEAPONS Swords, Axes, Hammers, Staves

TRAITS Critical Massacre

RESISTANCES Fizzleproof

SKILLS 54 Boom boxer

FOUND AT --

SYNTHESIZED BY Orc x Headhunter

197 WIGHT KING



RANK
F E D C B A S

STRENGTH 176

The lost soul of a king who terrorized his people and ruined the kingdom.

WEAPONS Swords, Spears, Hammers, Staves

TRAITS Poisoner


RESISTANCES Vulnerable to Zap, Whackproof, Sleepproof

SKILLS 94 Reaper

FOUND AT --

SYNTHESIZED BY Tortured Soul x King Slime, Tortured Soul x King Bubble Slime

58 WILD BOARFISH



RANK
F E D C B A S

STRENGTH 10

Pig-like fish at home in both sea and sky.

WEAPONS Spears, Axes, Claws, Staves

TRAITS Artful Dodger

RESISTANCES Healed by Water, Drain Magicproof

SKILLS 83 Huntsman

FOUND AT --

SYNTHESIZED BY Capsicum x Ghost

8 WILD SLIME



RANK
F E D C B A S

STRENGTH 53

These unruly slimes slice their unsuspecting prey with swift slashes from their claws.

WEAPONS Spear, Hammer, Claws, Staff


TRAITS Psycho

RESISTANCES Sagproof

SKILLS 62 Champion

FOUND AT Fert Isle (Night)

SYNTHESIZED BY Snail Slime x Fencing Fox

147 WINKY 

RANK **F E D C B A S**

STRENGTH 21

Keep a close watch on these monsters—they can strike in the blink of an eye.

WEAPONS Spears, Hammers, Claws, Staves

TRAITS Desperado

RESISTANCES Whackproof, Dazzleproof

SKILLS 75 Seal

FOUND AT Infant Isle (Night), Xeroph Isle (Cave)

SYNTHESIZED BY Lips x Shell Slime

159 WRECKTOR 

RANK **F E D C B A S**

STRENGTH 113

Dark priests who have strayed far from the light

WEAPONS Spears, Hammers, Whips, Staves

TRAITS Wooshmeister

RESISTANCES Fizzleproof

SKILLS 13 Bang & Woosh

FOUND AT Celeste Isle (Temple of the Sun)

SYNTHESIZED BY Octavian Sentry x Gryphon

77 YABBY 

RANK **F E D C B A S**

STRENGTH 147

Shrimpy monsters who pack a wallop with their set of claws. Don't come the raw prawn with them!

WEAPONS Spears, Axes, Claws, Staves


TRAITS Paralyser

RESISTANCES Healed by Water

SKILLS 65 Mage Aid

FOUND AT --

SYNTHESIZED BY Jamirus x Wailin' Weed

171 ZOMA 

RANK **F E D C B A S**

STRENGTH SS

The vast powers wielded by this dark lord strike fear into even spirits of darkness.

WEAPONS Swords, Spears, Hammers, Staves


TRAITS Double Trouble

RESISTANCES Vulnerable to Zap, Whackproof, Fizzleproof

SKILLS 44 Ice II

FOUND AT --

SYNTHESIZED BY Malroth x Wight King, Dullahan, or Bone Baron

201 WULFSPADE 

RANK **F E D C B A S**

STRENGTH 201

A being suffused with holy energy whose existence is shrouded in mystery.

WEAPONS Swords, Spears, Axes, Claws, Staves


TRAITS Psycho

RESISTANCES Healed by Lightning, Vulnerable to Earth, Sagproof

SKILLS 111 Wulfspade

FOUND AT Xeroph Isle

SYNTHESIZED BY w x Nature Family rank B or less

202 HAWKHART 

RANK **F E D C B A S**

STRENGTH 202

A divine bird who can command the element of fire.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES Vulnerable to Water, Healed by Fire, Fizzleproof

SKILLS 113 Hawkhart

FOUND AT Xeroph Isle

SYNTHESIZED BY Incarnus x Demon Family rank B or less

203 CLUBOON 

RANK **F E D C B A S**

STRENGTH 203

A divine monkey who can command the element of earth.

WEAPONS Swords, Spears, Axes, Claws, Staves


TRAITS Psycho

RESISTANCES Vulnerable to Fire, Healed by Earth, Sagproof

SKILLS 117 Cluboon

FOUND AT Palaish Isle

SYNTHESIZED BY Incarnus x Material Family rank B or less

204 DIAMAGON 

RANK **F E D C B A S**

STRENGTH 204

A divine lizard who can command the element of water.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES Healed by Water, Vulnerable to Lightning, Ice Breathproof

SKILLS 115 Diamagon

FOUND AT Celeste/Fert Isle

SYNTHESIZED BY Incarnus x Beast Family rank B or less

205 WULFSPADE ACE

RANK
F E D C B A S

STRENGTH 205

Its holy mission is to seal the entrance to the dark world using the power of the Mark.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho



RESISTANCES Healed by Lightning, Vulnerable to Earth, Whackproof

SKILLS 137 Wulfspade III

FOUND AT Fert/Celeste Isle

SYNTHESIZED BY Incarnus x Nature Family rank A or better

206 HAWKHART ACE

RANK
F E D C B A S

STRENGTH 206

A mighty bird whose wings beat with the force of a firestorm.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho

RESISTANCES Vulnerable to Water, Healed by Fire, Whackproof

SKILLS 139 Hawkhart III

FOUND AT --

SYNTHESIZED BY Incarnus x Demon Family rank A or better

207 CLUBOON ACE

RANK
F E D C B A S

STRENGTH 207

A mighty ape whose hide is tougher than an earthen fortress wall.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho



RESISTANCES Vulnerable to Fire, Healed by Earth, Whackproof

SKILLS 140 Cluboon III

FOUND AT --

SYNTHESIZED BY Incarnus x Material Family rank A or better

208 DIAMAGON ACE

RANK
F E D C B A S

STRENGTH 208

A mighty dragon whose vault of knowledge and lore is deeper than all the seas.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho



RESISTANCES Healed by Water, Vulnerable to Lightning, Whackproof

SKILLS 138 Diamagon III

FOUND AT --

SYNTHESIZED BY Incarnus x Beast Family rank A or better

209 ACE OF SPADES

RANK
F E D C B A S

STRENGTH 209

The Incarnus's terrible alternate form, tainted and transmogrified by dark matter.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho, Zammeister

RESISTANCES Whackproof, Healed by Zam, Vulnerable to Zap

SKILLS 86 Cursader

FOUND AT --

SYNTHESIZED BY Incarnus x Leopold

210 WILDCARD

RANK
F E D C B A S

STRENGTH 210

The final form of the Incarnus, empowered by the magic of the Mark.

WEAPONS Swords, Spears, Axes, Claws, Staves

TRAITS Psycho, Zapmeister

RESISTANCES Whackproof, Healed by Zap, Vulnerable to Zam

SKILLS 85 Crusader

FOUND AT --

SYNTHESIZED BY Incarnus x Emperya

CLUBOON



Cockateer B casts Swoosh.

SKILLS

As each monster earns skill points through your adventure you can allocate these points into their skills. As you do this, every so often the monster learns a new spell, attribute bonus, resistance, or ability. This chapter lists what you learn from each skill and the number of skill points necessary. We also list the monsters that initially have that skill after synthesis or when scouted.

1 Frizz & Bang 50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
ABILITY: Flame Slash	8
SPELL: Bang	15
ABILITY: Bomb Slash	24
SPELL: Frizzle	36
SPELL: Boom: 50	
INITIALLY LEARNT BY: 119 Spitnik, 149 Imp	

2 Frizz & Bang II 75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	5
ABILITY: Bomb Slash	10
SPELL: Frizzle	20
SPELL: Boom	30
SPELL: Kafrizz	45
SPELL: Kaboom	60
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY: 162 Archdemon	

3 Frizz & Bang III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	8
SPELL: Kaboom	16
ABILITY: Inferno Slash	28
ABILITY: Blast Slash	40
SPELL: Kafrizzle	65
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Bang Guard	100
INITIALLY LEARNT BY: -	

4 Frizz & Woosh 50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
SPELL: Woosh	7
ABILITY: Gust Slash	14
SPELL: Swoosh	24
ABILITY: Flame Slash	35
SPELL: Frizzle	50
INITIALLY LEARNT BY: 34 Snapdragon, 164 Jamirus	

5 Frizz & Woosh II 75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Gust Slash	4
ABILITY: Flame Slash	8
SPELL: Swoosh	18
SPELL: Frizzle	28
SPELL: Kaswoosh	43
SPELL: Kafrizz	58
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY: -	

6 Frizz & Woosh III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kafrizz	15
ABILITY: Gale Slash	27
ABILITY: Inferno Slash	39
SPELL: Kaswooshle	64
SPELL: Kafrizzle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Woosh Guard	100
INITIALLY LEARNT BY: -	

7 Frizz & Zap 50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
ABILITY: Flame Slash	8
SPELL: Zap	17
ABILITY: Hallowed Slash	26
SPELL: Frizzle	38
SPELL: Zapple	50
INITIALLY LEARNT BY: 5 She-slime, 79 Garuda	

8 Frizz & Zap II 75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	4
ABILITY: Hallowed Slash	9
SPELL: Frizzle	19
SPELL: Zapple	29
SPELL: Kafrizz	43
SPELL: Kazap	57
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY: -	

9 Frizz & Zap III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	9
SPELL: Kazap	18
ABILITY: Inferno Slash	29
ABILITY: Sacred Slash	40
SPELL: Kafrizzle	65
SPELL: KAZAPPLE	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: -	

10 Frizz & Zam

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	2
SPELL: Zam	6
ABILITY: Flame Slash	14
ABILITY: Shade Slash	22
SPELL: Zammle	36
SPELL: Frizzle	50
INITIALLY LEARNT BY: 14 Beshemoth slime	

11 Frizz & Zam II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	5
ABILITY: Shade Slash	10
SPELL: Zammle	20
SPELL: Frizzle	30
SPELL: Kazam	44
SPELL: Kafrizz	59
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY: -	

12 Frizz & Zam III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	8
SPELL: Kazam	16
ABILITY: Inferno Slash	28
ABILITY: Shadow Slash	40
SPELL: Kafrizzle	65
SPELL: Kazammle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARNT BY: -	

13 Bang & Woosh

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	2
SPELL: Bang	6
SPELL: Swoosh	13
ABILITY: Bomb Slash	23
ABILITY: Gust Slash	34
SPELL: Boom	50
INITIALLY LEARNT BY: 150 Lump wizard, 159 Wrecktor	

14 Bang & Woosh II

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	4
ABILITY: Bomb Slash	8
ABILITY: Gust Slash	18
SPELL: Boom	30
SPELL: Kaswoosh	42
SPELL: Kaboom	57
ATTRIBUTE BONUS: Bang Guard	75
INITIALLY LEARNT BY: -	

15 Bang & Woosh III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kaboom	15
ABILITY: Blast Slash	26
ABILITY: Gale Slash	37
SPELL: Kaswooshle	63
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Bang Guard	95
ATTRIBUTE BONUS: Woosh Guard	100
INITIALLY LEARNT BY: -	

16 Bang & Crack

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	6
ABILITY: Bomb Slash	10
SPELL: Crack	15
ABILITY: Frost Slash	22
SPELL: Crackle	36
SPELL: Boom	50
INITIALLY LEARNT BY: 24 Metal king slime, 157 Great dracky	

17 Bang & Crack II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Bomb Slash	4
ABILITY: Frost Slash	8
SPELL: Crackle	16
SPELL: Boom	28
SPELL: Kacrack	42
SPELL: Kaboom	57
ATTRIBUTE BONUS: Bang Guard	75
INITIALLY LEARNT BY: -	

18 Bang & Crack III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kacrack	7
SPELL: Kaboom	14
ABILITY: Blast Slash	26
ABILITY: Blizzard Slash	38
SPELL: Kacrackle	63
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Bang Guard	95
ATTRIBUTE BONUS: Crack Guard	100
INITIALLY LEARNT BY: -	

19 Bang & Zap

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	6
SPELL: Zap	9
ABILITY: Bomb Slash	14
ABILITY: Hallowed Slash	19
SPELL: Zapple	32
SPELL: Boom	50
INITIALLY LEARNT BY: 26 Grandpa slime, 27 Gem slime	

20 Bang & Zap II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Bomb Slash	3
ABILITY: Hallowed Slash	7
SPELL: Zapple	15
SPELL: Boom	25
SPELL: Kazap	40
SPELL: Kaboom	55
ATTRIBUTE BONUS: Bang Guard	75
INITIALLY LEARNT BY: -	

21 Bang & Zap III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kazap	7
SPELL: Kaboom	15
ABILITY: Blast Slash	25
ABILITY: Sacred Slash	37
SPELL: Kazapple	62
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Bang Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: -	

22 Bang & Zam

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	8
SPELL: Zam	11
ABILITY: Bomb Slash	18
ABILITY: Shade Slash	25
SPELL: Zammle	36
SPELL: Boom	50
INITIALLY LEARNT BY: 23 Metal kaiser slime	

23 Bang & Zam II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Bomb Slash	3
ABILITY: Shade Slash	7
SPELL: Zammle	16
SPELL: Boom	28
SPELL: Kazam	43
SPELL: Kaboom	58
ATTRIBUTE BONUS: Zam Guard	75
INITIALLY LEARNT BY: 167 Belial	

24 Bang & Zam III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kazam	7
SPELL: Kaboom	15
ABILITY: Blast Slash	25
ABILITY: Shadow Slash	37
SPELL: Kazammle	62
SPELL: Kaboomle	90
ATTRIBUTE BONUS: Zam Guard	95
ATTRIBUTE BONUS: Bang Guard	100
INITIALLY LEARNT BY: -	

25 Woosh & Crack

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	3
SPELL: Crack	7
SPELL: Swoosh	16
ABILITY: Gust Slash	27
ABILITY: Frost Slash	38
SPELL: Crackle	50
INITIALLY LEARNT BY: 64 Jailcat, 105 Moosifer	

26 Woosh & Crack II

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	5
ABILITY: Gust Slash	10
ABILITY: Frost Slash	21
SPELL: Crackle	32
SPELL: Kaswoosh	47
SPELL: Kacrack	62
ATTRIBUTE BONUS: Woosh Guard	75
INITIALLY LEARNT BY: -	

27 Woosh & Crack III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kacrack	15
ABILITY: Gale Slash	27
ABILITY: Blizzard Slash	39
SPELL: Kaswooshle	64
SPELL: Kacrackle	90
ATTRIBUTE BONUS: Woosh Guard	95
ATTRIBUTE BONUS: Crack Guard	100
INITIALLY LEARNT BY: -	

28 Woosh & Zap

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	3
SPELL: Zap	8
SPELL: Swoosh	16
ABILITY: Gust Slash	26
ABILITY: Hallowed Slash	36
SPELL: Zapple	50
INITIALLY LEARNT BY: 13 Behemoth slime	

29 Woosh & Zap II

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	4
ABILITY: Gust Slash	8
ABILITY: Hallowed Slash	19
SPELL: Zapple	30
SPELL: Kaswoosh	45
SPELL: Kazap	62
ATTRIBUTE BONUS: Woosh Guard	75
INITIALLY LEARNT BY: -	

30 Woosh & Zap III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kazap	15
ABILITY: Gale Slash	27
ABILITY: Sacred Slash	39
SPELL: Kazapple	64
SPELL: Kaswooshle	90
ATTRIBUTE BONUS: Woosh Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: -	

31 Woosh & Zam

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	3
SPELL: Zam	10
SPELL: Swoosh	17
ABILITY: Gust Slash	26
ABILITY: Shade Slash	35
SPELL: Zammle	50
INITIALLY LEARNT BY: 161 Fallen priest, 187 Phantom swordsman	

32 Woosh & Zam II

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Swoosh	4
ABILITY: Gust Slash	12
ABILITY: Shade Slash	21
SPELL: Zammle	32
SPELL: Kaswoosh	47
SPELL: Kazam	62
ATTRIBUTE BONUS: Woosh Guard	75
INITIALLY LEARNT BY: -	

33 Woosh & Zam III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	7
SPELL: Kazam	15
ABILITY: Gale Slash	27
ABILITY: Shadow Slash	39
SPELL: Kaswooshle	64
SPELL: Kazammle	90
ATTRIBUTE BONUS: Woosh Guard	95
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARNT BY: -	

34 Crack & Zap

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	3
SPELL: Zap	8
ABILITY: Frost Slash	16
ABILITY: Hallowed Slash	24
SPELL: Zapple	36
SPELL: Crackle	50
INITIALLY LEARNT BY: 46 Abyss diver, 165 Gracos	

35 Crack & Zap II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	4
ABILITY: Hallowed Slash	8
SPELL: Zapple	19
SPELL: Crackle	30
SPELL: Kacrack	45
SPELL: Kazap	60
ATTRIBUTE BONUS: Crack Guard	75
INITIALLY LEARNT BY: -	

36 Crack & Zap III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kacrack	7
SPELL: Kazap	15
ABILITY: Blizzard Slash	27
ABILITY: Sacred Slash	39
SPELL: Kacrackle	64
SPELL: Kazapple	90
ATTRIBUTE BONUS: Crack Guard	95
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: -	

37 Crack & Zam

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	3
ABILITY: Frost Slash	6
SPELL: Zam	14
ABILITY: Shade Slash	24
SPELL: Zammle	37
SPELL: Crackle	50
INITIALLY LEARNT BY: 37 Skelegon, 186 Hellhound	

38 Crack & Zam II

75PTS

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	5
ABILITY: Shade Slash	10
SPELL: Zammle	21
SPELL: Crackle	32
SPELL: Kacrack	47
SPELL: Kazam	62
ATTRIBUTE BONUS: Crack Guard	75
INITIALLY LEARNT BY: 166 Demon-at-arms	

39 Crack & Zam III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kacrack	7
SPELL: Kazam	15
ABILITY: Blizzard Slash	27
ABILITY: Shadow Slash	39
SPELL: Kacrackle	64
SPELL: Kazammle	90
ATTRIBUTE BONUS: Crack Guard	95
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARNT BY: -	

40 Fire

50PTS

41 Fire II

75PTS

42 Fire III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	3
ABILITY: Fire Breath	7
ABILITY: Flame Slash	14
ABILITY: Flame Breath	27
SPELL: Frizzle	40
ABILITY: Deep Breath	50
INITIALLY LEARNT BY: 174 Firespirit, 38 Dragurn	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Breath	4
ABILITY: Flame Slash	8
SPELL: Frizzle	19
ABILITY: Deep Breath	30
ABILITY: Inferno	45
SPELL: Kafrizz	60
ATTRIBUTE BONUS: Frizz Guard	75
INITIALLY LEARNT BY: 25 Darkonium slime	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Deep Breath	7
SPELL: Inferno	15
ABILITY: Inferno Slash	27
SPELL: Kafrizz	39
ABILITY: Scorch	64
SPELL: Kafrizzle	90
ATTRIBUTE BONUS: Frizz Guard	95
ATTRIBUTE BONUS: Fire Breath Guard	100
INITIALLY LEARNT BY: -	

43 Ice

50PTS

44 Ice II

75PTS

45 Ice III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Cool Breath	3
SPELL: Crack	7
ABILITY: Chilly Breath	14
ABILITY: Frost Slash	27
SPELL: Crackle	40
ABILITY: Deep Breath	50
INITIALLY LEARNT BY: 42 Sea dragon, 50 Great dragon	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Chilly Breath	4
ABILITY: Frost Slash	8
SPELL: Crackle	19
ABILITY: Deep Breath	30
ABILITY: Cold Blizzard	45
SPELL: Kacrack	60
ATTRIBUTE BONUS: Crack Guard	75
INITIALLY LEARNT BY: -	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Deep Breath	7
ABILITY: Cold Blizzard	15
ABILITY: Blizzard Slash	27
SPELL: Kacrack	39
ABILITY: C-C-Cold Breath	64
SPELL: Kacackle	90
ATTRIBUTE BONUS: Crack Guard	95
ATTRIBUTE BONUS: Cold Breath Guard	100
INITIALLY LEARNT BY: -	

46 Breath

50PTS

47 Breath II

75PTS

48 Breath III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Fire Breath	5
ABILITY: Cool Breath	10
ABILITY: Flame Breath	18
ABILITY: Chilly Breath	26
ABILITY: Blowback	38
ABILITY: Deep Breath	50
INITIALLY LEARNT BY: 45 Great argon lizard, 47 Megalodon	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Breath	7
ABILITY: Chilly Breath	14
ABILITY: Blowback	24
ABILITY: Deep Breath	34
ABILITY: Inferno	47
ABILITY: Cold Blizzard	60
ATTRIBUTE BONUS: Fire Breath Guard	75
INITIALLY LEARNT BY: 82 Khalamari	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Blowback	6
ABILITY: Deep Breath	12
ABILITY: Inferno	22
ABILITY: Cold Blizzard	32
ABILITY: Scorch	44
ABILITY: C-C-Cold Breath	56
ATTRIBUTE BONUS: Fire Breath Guard	76
ATTRIBUTE BONUS: Cold Breath Guard	100
INITIALLY LEARNT BY: -	

49 Firewind Slashes

50 Thunderwind Slashes

51 Iceplosion Slashes

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Flame Slash	8
ABILITY: Gust Slash	16
ABILITY: Bomb Slash	29
ABILITY: Dragon Slash	44
ABILITY: Inferno Slash	60
ABILITY: Gale Slash	80
ABILITY: Blast Slash	100
INITIALLY LEARNT BY: 78 Riptide	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Gust Slash	8
ABILITY: Shade Slash	16
ABILITY: Lightning Slash	29
ABILITY: Mercurial Thrust	44
ABILITY: Gale Slash	60
ABILITY: Shadow Slash	80
ABILITY: Thunderbolt Slash	100
INITIALLY LEARNT BY: 158 Octavian sentry	

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	8
ABILITY: Hallowed Slash	16
ABILITY: Bomb Slash	29
ABILITY: Metal Slash	44
ABILITY: Blizzard Slash	60
ABILITY: Sacred Slash	80
ABILITY: Blast Slash	100
INITIALLY LEARNT BY: 126 Gold golem	

52 Darklight Slashes

53 Fire Fighter

54 Boom Boxer

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Frost Slash	8
ABILITY: Hallowed Slash	16
ABILITY: Shade Slash	29
ABILITY: Uncarnate	44
ABILITY: Blizzard Slash	60
ABILITY: Sacred Slash	80
ABILITY: Shadow Slash	100
INITIALLY LEARNT BY: 11 Metal slime knight	

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	4
ABILITY: Helm Splitter	13
ABILITY: Flame Slash	23
ABILITY: Body Slam	34
SPELL: Frizzle	47
ABILITY: War Cry	62
ABILITY: Inferno Slash	80
ATTRIBUTE BONUS: Frizz Guard	100
INITIALLY LEARNT BY: 117 Dancing flame, 122 Wax murderer	

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	10
ABILITY: Bomb Slash	18
ABILITY: Slowing Slug	24
ABILITY: War Cry	34
SPELL: Boom	47
ABILITY: One-on-One	62
ABILITY: Blast Slash	80
ATTRIBUTE BONUS: Bang Guard	100
INITIALLY LEARNT BY: 49 Dragularge, 95 Weartiger	

55 Wind Blower

SPELLS/ABILITIES	SKILL POINTS
SPELL: Woosh	5
ABILITY: Dodgy Dance	16
ABILITY: Gust Slash	26
ABILITY: Slowing Slug	35
SPELL: Swoosh	47
ABILITY: Mercurial Thrust	62
ABILITY: Gale Slash	80
ATTRIBUTE BONUS: Woosh Guard	100
INITIALLY LEARN BY: 100 Diemon, 181 Phantom fencer	

58 Dark Knight

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zam	5
ABILITY: Shade Slash	11
ABILITY: Tap Dance	17
ABILITY: War Cry	27
SPELL: Zammle	45
ABILITY: Weakening Wallop	55
ABILITY: Shadow Slash	75
ATTRIBUTE BONUS: Zam Guard	100
INITIALLY LEARN BY: 20 Dark slime knight, 145 Dracky	

61 Cleanser

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Squelch	8
SPELL: Tingle	14
SPELL: Zing	30
ABILITY: Amor Seco Rain	44
ABILITY: Wave of Relief	58
SPELL: Kazing	80
ABILITY: Disruptive Wave	100
INITIALLY LEARN BY: 61 Chimaera, 81 King squid	

64 Speedster

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	5
SPELL: Heal	11
ABILITY: Dodgy Dance	19
ABILITY: Sandstorm	25
SPELL: Acceleratle	35
ABILITY: Gust Slash	47
ABILITY: Mercurial Thrust	61
ABILITY: Gale Slash	76
ATTRIBUTE BONUS: Decelerate	100
Guard	
INITIALLY LEARN BY: 70 Great sabrecat, 91 Orc, 93 Jumping jackal	

67 Enfeebler

SPELLS/ABILITIES	SKILL POINTS
SPELL: Sag	8
SPELL: Dim	16
ABILITY: Weakening Wallop	28
ABILITY: Stupefying Strike	40
SPELL: Kasag	55
SPELL: Kadim	70
ATTRIBUTE BONUS: Sag Guard	85
ATTRIBUTE BONUS: Dim Guard	100
INITIALLY LEARN BY: 120 Goodybag, 183 Skeleton	

56 Icemeister

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	7
ABILITY: Frost Slash	17
ABILITY: Tongue Lashing	24
ABILITY: Breathtaking Bash	34
SPELL: Crackle	48
ABILITY: Meditation	63
ABILITY: Blizzard Slash	80
ATTRIBUTE BONUS: Crack Guard	100
INITIALLY LEARN BY: 30 Frou-fry, 118 Frostburn	

59 Healer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Buff	12
SPELL: Midheal	28
SPELL: Zing	42
SPELL: Reheal	52
ABILITY: Meditation	62
SPELL: Fullheal	75
SPELL: Kazing	100
INITIALLY LEARN BY: 4 Healslime, 12 Angel slime, 17 Cureslime, 138 Boh, 151 Frogface, 170 Malroth, 188 Skeleton soldier	

62 Champion

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	7
ABILITY: Body Slam	13
ABILITY: Double Up	19
SPELL: Oomph	31
ABILITY: Hatchet Man	40
ABILITY: Meditation	52
SPELL: Oomphle	70
ATTRIBUTE BONUS: Sag Guard	100
INITIALLY LEARN BY: 8 Wild slime, 196 dullahan	

65 Mage Aid

SPELLS/ABILITIES	SKILL POINTS
SPELL: Drain Magic	4
SPELL: Accelerate	10
SPELL: Share Magic	18
SPELL: Fizzle	26
SPELL: Ping	38
SPELL: Kafizzle	52
SPELL: Give Magic	70
ATTRIBUTE BONUS: Drain Magic	85
Guard	
ATTRIBUTE BONUS: Dim Guard	100
INITIALLY LEARN BY: 7 Snail slime, 77 Yabby, 137 Mum	

57 White Knight

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zap	6
ABILITY: Hallowed Slash	12
ABILITY: Dazzleflash	19
ABILITY: Baffling Bonk	29
SPELL: Zapple	45
ABILITY: Stupefying Strike	55
ABILITY: Sacred Slash	75
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARN BY: 9 Slime knight, 106 Mohawker	

60 Cure-all

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Tingle	12
SPELL: Kabuff	20
SPELL: Multiheal	30
ABILITY: Wave of Relief	40
ABILITY: Amor Seco Rain	55
ABILITY: Song of Salvation	75
SPELL: Omniheal	100
INITIALLY LEARN BY: 21 King cureslime, 69 Hades condor	

63 Defender

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	5
SPELL: Heal	11
ABILITY: Dazzleflash	17
SPELL: Kabuff	27
ABILITY: Defending Champion	42
SPELL: Midheal	57
ABILITY: Weakening Wallop	77
ATTRIBUTE BONUS: Sap Guard	100
INITIALLY LEARN BY: 29 Komodo, 60 Crabid, 132 Jum	

66 Fortifier

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	4
SPELL: Heal	8
SPELL: Buff	14
SPELL: Ping	22
SPELL: Oomph	32
SPELL: Acceleratle	42
SPELL: Kabuff	54
SPELL: Kaping	76
SPELL: Oomphle	100
INITIALLY LEARN BY: 97 Bodkin archer, 136 Boe	

68 Saboteur

SPELLS/ABILITIES	SKILL POINTS
SPELL: Decelerate	6
SPELL: Sap	14
ABILITY: Helm Splitter	26
ABILITY: Slowing Slug	38
SPELL: Deceleratle	51
SPELL: Kasap	64
ATTRIBUTE BONUS: Sap Guard	82
ATTRIBUTE BONUS: Decelerate	100
Guard	
INITIALLY LEARN BY: 57 Capsichum, 180 Skipper	

69 Antimagic

50PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fizzle	5
SPELL: Magic Frailty	10
SPELL: Ping	18
SPELL: Dim	26
SPELL: Magic Barrier	38
ABILITY: Stupefying Strike	46
SPELL: Bounce	56
ATTRIBUTE BONUS: Dim Guard	65
ATTRIBUTE BONUS: Fizzle Guard	75
INITIALLY LEARNT BY: 52 Black dragon, 156 Gryphon	

70 Antimagic II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafizzle	5
SPELL: Magic Frailty	10
SPELL: Magic Barrier	25
ABILITY: Stupefying Strike	35
SPELL: Bounce	49
SPELL: Kadim	65
SPELL: Kaping	81
ATTRIBUTE BONUS: Dim Guard	90
ATTRIBUTE BONUS: Fizzle Guard	100
INITIALLY LEARNT BY: -	

71 Anti-dragon

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Dragon Slash	5
ABILITY: Insulate	10
ABILITY: Blowback	18
ABILITY: Gobstopper	28
ABILITY: Breathtaking Bash	38
SPELL: Insulate	50
ABILITY: Brake Wind	64
ATTRIBUTE BONUS: Fire Breath Guard	80
ATTRIBUTE BONUS: Cold Breath Guard	100
INITIALLY LEARNT BY: 163 Boss troll, 185 Restless armour	

72 Anti-metal

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	4
ABILITY: Metal Slash	12
SPELL: Oomph	20
SPELL: Magic Frailty	30
SPELL: Accelerate	40
ABILITY: Hatchet Man	50
ATTRIBUTE BONUS: Speed +30	70
TRAIT: Metal Beater	100
INITIALLY LEARNT BY: 104 Gigantes, 130 Hunter mech	

73 Bolsterer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	4
ABILITY: Sandstorm	8
SPELL: Insulate	16
ATTRIBUTE BONUS: Defence +10	26
SPELL: Kabuff	38
SPELL: Insulate	52
SPELL: Magic Barrier	66
ABILITY: Mist Me	82
ATTRIBUTE BONUS: Sap Guard	100
INITIALLY LEARNT BY: 3 Shell slime, 152 Dessert demon	

74 Barricade

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kabuff	4
ABILITY: Blowback	9
ABILITY: Defending Champion	14
SPELL: Clang	22
ABILITY: Brake Wind	30
SPELL: Bounce	40
ABILITY: Mist Me	50
ABILITY: Counter	75
ATTRIBUTE BONUS: Sap Guard	100
INITIALLY LEARNT BY: 51 Mechan-o'-wyrms, 135 Living statue, 141 Mumboh-jumbos	

75 Seal

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fizzle	5
SPELL: Drain Magic	11
ABILITY: Breathtaking Bash	20
ABILITY: Break-dance Beat	30
SPELL: Kafizzle	42
SPELL: Magic Frailty	55
ABILITY: Critical Miss	69
ABILITY: Ban Dance	84
ABILITY: Gobstopper	100
INITIALLY LEARNT BY: 40 Red dragon, 147 Winky, 182 Flyguy	

76 Hypnotist

SPELLS/ABILITIES	SKILL POINTS
SPELL: Snooze	6
SPELL: Dazzle	12
SPELL: Fuddle	16
ABILITY: Bemusing Breath	20
ABILITY: Tongue Lashing	24
SPELL: Kasnooze	34
SPELL: Kafuddle	44
ATTRIBUTE BONUS: Confusion Guard	72
ATTRIBUTE BONUS: Sleep Guard	100
INITIALLY LEARNT BY: 67 Eveel, 146 Lips	

77 Toxifier

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Poisonous Poke	6
ABILITY: Poison Breath	12
ABILITY: Paralysing Punch	18
ABILITY: Burning Breath	26
ABILITY: Venom Breath	38
ABILITY: Venomous Volley	50
ATTRIBUTE BONUS: Poison Guard	75
ATTRIBUTE BONUS: Paralysis Guard	100
INITIALLY LEARNT BY: 31 Dragonthorn, 32 Argon lizard, 74 Giant moth	

78 Fear-monger

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Heart Breaker	4
ABILITY: Spooky Aura	8
SPELL: Fuddle	14
ABILITY: Tongue Lashing	22
ABILITY: Bemusing Breath	30
ABILITY: Baffling Bonk	42
SPELL: Kafuddle	56
ATTRIBUTE BONUS: Inaction Guard	76
ATTRIBUTE BONUS: Confusion Guard	100
INITIALLY LEARNT BY: 115 Bag o' laughs, 123 Cannibox, 139 Trap box	

79 Bad Breath

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Poison Breath	5
ABILITY: Sweet Breath	12
ABILITY: Blowback	22
ABILITY: Bemusing Breath	34
ABILITY: Brake Wind	46
ABILITY: Burning Breath	63
ABILITY: Venom Breath	80
ATTRIBUTE BONUS: Poison Guard	100
INITIALLY LEARNT BY: 22 King bubble slime, 94 Night emperor, 184 Walking corpse	

80 Diminisher

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Slowing Slug	10
ABILITY: Weakening Wallop	20
ABILITY: Stupefying Strike	30
ABILITY: Helm Splitter	40
ABILITY: Breathtaking Bash	50
ABILITY: Break-dance Beat	60
ABILITY: Blinding Blow	75
ABILITY: Assassin's Stab	100
INITIALLY LEARNT BY: 66 Hell hornet, 178 Demonrider, 194 Roseguardin	

81 Guerrilla

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Heart Breaker	4
ABILITY: Slowing Slug	11
ABILITY: Poisonous Poke	19
ABILITY: Baffling Bonk	29
ABILITY: Blinding Blow	39
ABILITY: Dodgy Dance	51
ABILITY: Paralysing Punch	63
ABILITY: Venomous Volley	80
ABILITY: Brake Wind	100
INITIALLY LEARNT BY: 43 Tyrantosaur, 86 Mischievous mole, 89, Fencing fox	

84 Bounty Hunter

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Klepto Clobber	5
ABILITY: Dodgy Dance	10
ABILITY: Penny Pincher	20
ABILITY: Mercurial Thrust	30
ABILITY: Metal Slash	45
ABILITY: Paralysing Punch	60
ABILITY: Assassin's Stab	75
TRAIT: Metal Beater	100
INITIALLY LEARNT BY: 80 Beetlebully, 96 Brownie, 168 ??	

87 Muspell

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	4
SPELL: Zam	10
ABILITY: Flame Slash	16
ABILITY: Shade Slash	22
SPELL: Zammle	32
SPELL: Frizzle	42
SPELL: Whack	56
ABILITY: Uncarnate	70
SPELL: Magic Burst	100
INITIALLY LEARNT BY: 19 Dark slime, 199 Orgodemir	

90 Bombardier

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	4
ABILITY: Bomb Slash	10
SPELL: Kamikazee	18
SPELL: Boom	31
SPELL: Kerplunk	47
ABILITY: Blast Slash	65
SPELL: Kaboom	85
ATTRIBUTE BONUS: Bang Guard	100
INITIALLY LEARNT BY: 18 Liquid metal slime, 108 Pazuzu	

93 Martyr

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	10
ABILITY: Body Slam	18
ABILITY: Blowback	26
ABILITY: Double Up	35
ABILITY: One-on-One	45
SPELL: Kamikazee	57
ABILITY: Kerplunk Dance	75
SPELL: Kerplunk	100
INITIALLY LEARNT BY: 33 Nardragon, 124 Rockbomb, 169 Night clubber	

82 Assassin

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sleep Sock	10
ABILITY: Paralysing Punch	20
ABILITY: Mercurial Thrust	30
ABILITY: Dazzleflash	40
ABILITY: Baffling Bonk	50
ABILITY: Multislash	60
ABILITY: Assassin's Stab	75
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 44 Metal dragon, 140 Killing machine, 189 Grim rider	

85 Crusader

SPELLS/ABILITIES	SKILL POINTS
ZAP	4
ABILITY: Hallowed Slash	8
SPELL: Multiheal	16
SPELL: Kapple	24
ABILITY: Wave of Relief	36
SPELL: Reheal	48
SPELL: Omniheal	64
SPELL: Kazap	80
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: 84 Emyrea, 210 Wildcard	

88 Niflheim

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Cool Breath	8
SPELL: Zam	16
SPELL: Crack	24
ABILITY: Chilly Breath	32
SPELL: Zammle	44
SPELL: Crackle	56
ABILITY: Wave of Panic	76
SPELL: Kazam	100
INITIALLY LEARNT BY: 142 Ruin, 143 Psaro	

91 Toughie

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sandstorm	10
ABILITY: Body Slam	20
ABILITY: Blowback	30
ABILITY: Sultry Dance	40
ABILITY: War Cry	50
ABILITY: Hustle Dance	65
ABILITY: One-on-One	75
ABILITY: Counter	100
INITIALLY LEARNT BY: 35 Jargon, 53 Drakulard, 68 Bullfinch	

94 Reaper

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Helm Splitter	3
SPELL: Zam	8
ABILITY: Cool Breath	17
SPELL: Whack	26
ABILITY: Chilly Breath	38
SPELL: Zammle	53
ABILITY: Death Dance	68
ABILITY: Wave of Panic	84
SPELL: Thwack	100
INITIALLY LEARNT BY: 116 Shadow, 197 Wight king	

83 Huntsman

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sleep Sock	10
ABILITY: Penny Pincher	20
ABILITY: Klepto Clobber	30
ABILITY: Metal Slash	40
ABILITY: Dragon Slash	50
ABILITY: Double Up	60
ABILITY: Uncarnate	80
ABILITY: Assassin's Stab	100
INITIALLY LEARNT BY: 58 Wild boarfish, 75 Gorilla, 88 Hammerhead	

86 Crusader

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zammle	5
ABILITY: Shade Slash	10
ABILITY: Wave of Panic	17
SPELL: Whack	25
SPELL: Kazam	35
SPELL: Thwack	47
ABILITY: Disruptive Wave	60
ATTRIBUTE BONUS: Zam Guard	80
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 193 Tortured soul, 209 Ace of Spades	

89 Dancer

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Dodgy Dance	4
ABILITY: Weird Dance	12
ABILITY: Fuddle Dance	22
ABILITY: Tap Dance	32
ABILITY: Sultry Dance	42
ABILITY: Ban Dance	52
ABILITY: Hustle Dance	67
ABILITY: Death Dance	82
ABILITY: Kerplunk Dance	100
INITIALLY LEARNT BY: 87 Satyr, 128 Mud mannequin, 153 Dancing devil	

92 Berserker

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Helm Splitter	6
ABILITY: Double-edged Slash	13
ABILITY: Body Slam	20
ABILITY: Double Up	28
ABILITY: One-on-One	36
ABILITY: Hatchet Man	50
ABILITY: Kerplunk Dance	70
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 101 Notso macho, 107 Buffalogre, 154 Headhunter	

95 Nightmare

SPELLS/ABILITIES	SKILL POINTS
SPELL: Drain Magic	4
ABILITY: Sleep Sock	10
ABILITY: Sweet Breath	16
ABILITY: Spooky Aura	26
ABILITY: Death Dance	40
ABILITY: Wave of Panic	50
ATTRIBUTE BONUS: Sleep Guard	75
ATTRIBUTE BONUS: Drain Magic Guard	100
INITIALLY LEARNT BY: 92 Pan piper, 133 Mimic	

96 Cold Sleep

SPELLS/ABILITIES	SKILL POINTS
SPELL: Snooze	4
ABILITY: Cool Breath	12
ABILITY: Sleep Sock	22
SPELL: Whack	34
ABILITY: Chilly Breath	44
SPELL: Kasnooze	56
ATTRIBUTE BONUS: Sleep Guard	78
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 48 Frou-frou, 160 Lethal armour	

99 All-Rounder

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Weird Dance	5
ABILITY: Weakening Wallop	12
ABILITY: Fuddle Dance	20
ABILITY: Bemusing Breath	28
ABILITY: Break-dance Beat	39
ABILITY: Critical Miss	52
ABILITY: Amor Seco Rain	65
ABILITY: Song of Salvation	80
ABILITY: Follow Suit	100
INITIALLY LEARNT BY: 121 King kelp, 131 Puppeteer, 192 Wailin' weed	

102 Slimer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	2
SPELL: Heal	6
SPELL: Zap	16
ABILITY: Body Slam	22
ABILITY: Dazzleflash	30
SPELL: Sag	40
SPELL: Midheal	55
SPELL: Share Magic	75
TRAIT: Steady Recovery	100
INITIALLY LEARNT BY: 1 Slime, 2 Bubble slime, 6 Drake slime, 10 Metal slime	

105 Diabolist

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	4
SPELL: Fizzle	10
SPELL: Sap	16
SPELL: Zam	24
SPELL: Kafizzle	36
SPELL: Magic Frailty	53
SPELL: Sag	70
SPELL: Whack	85
SPELL: Magic Barrier	100
INITIALLY LEARNT BY: 103 Silvapithecus, 109 Atlas, 155 Lesser demon, 195 Bone baron	

108 Green Finger

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
ABILITY: Blinding Blow	14
SPELL: Squelch	22
SPELL: Tingle	30
SPELL: Midheal	42
SPELL: Share Magic	54
ABILITY: Weird Dance	64
ABILITY: Song of Salvation	84
ABILITY: Tap Dance	100
INITIALLY LEARNT BY: 71 Treeface, 175 Stump chump	

97 Cleric

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zapple	5
SPELL: Multiheal	10
SPELL: Reheal	20
SPELL: Kazap	30
ABILITY: Gigaslash	45
SPELL: Omniheal	60
ABILITY: Gigagash	80
ATTRIBUTE BONUS: Zap Guard	100
INITIALLY LEARNT BY: 16 King slime, 54 Alabast dragon	

100 Mime

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Tap Dance	4
ABILITY: Spooky Aura	10
ABILITY: Sultry Dance	18
ABILITY: Ban Dance	28
ABILITY: Gobstopper	40
ABILITY: Tongue Lashing	52
ABILITY: Hustle Dance	76
ABILITY: Follow Suit	100
INITIALLY LEARNT BY: 90 Chainine, 110 Don mole	

103 Naturalist

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Heart Breaker	3
ABILITY: Sandstorm	7
ABILITY: Dragon Slash	11
ABILITY: Body Slam	15
ABILITY: Mercurial Thrust	21
ABILITY: Tongue Lashing	30
ABILITY: War Cry	45
ABILITY: Uncarnate	63
ABILITY: Hatchet Man	83
INITIALLY LEARNT BY: 62 Spiked hare, 65 Great sabrecub, 76 Heligator, 85 Platypunk	

106 Dragon Lore

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Fire Breath	5
ABILITY: Cool Breath	10
ABILITY: Sandstorm	18
ABILITY: War Cry	26
ABILITY: Flame Slash	37
ABILITY: Gust Slash	48
ABILITY: Lightning Slash	64
ABILITY: Chilly Breath	82
ABILITY: Flame Breath	100
INITIALLY LEARNT BY: 15 Dragon slime, 36 Green dragon, 39 Seasaur, 41 Hacksaurus	

109 Hive Mind

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	5
SPELL: Snooze	10
ABILITY: Heart Breaker	15
SPELL: Sleep Sock	25
ABILITY: Paralysing Punch	35
SPELL: Kasnooze	50
ABILITY: Defending Champion	65
ABILITY: Fuddle Dance	80
ABILITY: Hustle Dance	100
INITIALLY LEARNT BY: 59 Scorpion, 72 Scissor beetle, 73 Beetleboy	

98 Aquapothecary

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	5
SPELL: Crack	10
ABILITY: Sultry Dance	15
SPELL: Midheal	23
ABILITY: Mist Me	33
SPELL: Crackle	45
ABILITY: Amor Seco Rain	60
ABILITY: Song of Salvation	80
ATTRIBUTE BONUS: Water Guard	100
INITIALLY LEARNT BY: 63 Khamari kid, 99 Merman, 148 See urchin	

101 Trickster

SPELLS/ABILITIES	SKILL POINTS
SPELL: Decelerate	6
ABILITY: Double-edged Slash	12
ABILITY: Weird Dance	20
SPELL: Deceleratie	31
SPELL: Dim	42
ABILITY: Breathtaking Bash	55
ABILITY: Break-dance Beat	70
ABILITY: Stupefying Strike	85
ABILITY: Blowback	100
INITIALLY LEARNT BY: 28 Trode	

104 Graveheart

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Poisonous Poke	6
ABILITY: Helm Splitter	14
ABILITY: Sleep Sock	22
ABILITY: Slowing Slug	32
ABILITY: Sweet Breath	45
ABILITY: Venomous Volley	60
SPELL: Kamikazee	80
ATTRIBUTE BONUS: Whack Guard	100
INITIALLY LEARNT BY: 173 Ghost, 176 Funghoul, 179 Mummy boy, 190 Soulspawn	

107 Bird Brain

SPELLS/ABILITIES	SKILL POINTS
SPELL: Accelerate	4
SPELL: Woosh	8
SPELL: Acceleratie	18
SPELL: Swoosh	28
SPELL: Insulate	40
ABILITY: Sandstorm	48
ABILITY: Multislash	63
SPELL: Insulatie	80
ABILITY: Brake Wind	100
INITIALLY LEARNT BY: 98 Gargoyle, 102 Cockateer, 127 Mecha-mynah, 191 Stark raven	

110 Materialist

SPELLS/ABILITIES	SKILL POINTS
SPELL: Buff	7
ABILITY: Helm Splitter	14
ABILITY: Metal Slash	24
ABILITY: Hatchet Man	34
SPELL: Kabuff	46
SPELL: Bounce	61
SPELL: Kamikazee	76
SPELL: Kerplunk	100
INITIALLY LEARNT BY: 125 Anchorman, 129 Dingaling, 134 Golem, 177 Muddy hand	

111 Wulfspade

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zap	5
SPELL: Oomph	11
ABILITY: Lightning Slash	18
SPELL: Spark	28
SPELL: Zapple	40
SPELL: Sag	48
ABILITY: Lightning	60
ATTRIBUTE BONUS: Lightning Guard	75

INITIALLY LEARNT BY: 201 Wulfspade

112 Wulfspade II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zapple	5
SPELL: Oomphle	15
ABILITY: Lightning	23
ABILITY: Thunderbolt Slash	33
ABILITY: Lightning Storm	45
SPELL: Kazap	60
SPELL: Kasag	70
ATTRIBUTE BONUS: Lightning Guard	85
ATTRIBUTE BONUS: Zap Guard	100

INITIALLY LEARNT BY: -

113 Hawkhart

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizz	5
SPELL: Snooze	11
ABILITY: Flame Slash	19
SPELL: Frizzle	28
ABILITY: Singe	38
SPELL: Dazzle	48
ABILITY: Sear	60
ATTRIBUTE BONUS: Fire Guard	75

INITIALLY LEARNT BY: 202 Hawkhart

114 Hawkhart II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Frizzle	5
SPELL: Dazzle	10
ABILITY: Inferno Slash	18
SPELL: Kafrizz	30
ABILITY: Sear	42
ABILITY: Cremate	58
SPELL: Kasnooze	70
ATTRIBUTE BONUS: Fire Guard	85
ATTRIBUTE BONUS: Frizz Guard	100

INITIALLY LEARNT BY: -

115 Diamagon

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crack	5
SPELL: Midheal	13
ABILITY: Waterspout	18
ABILITY: Frost Slash	23
SPELL: Crackle	33
SPELL: Zing	48
ABILITY: Geyser	60
ATTRIBUTE BONUS: Water Guard	75

INITIALLY LEARNT BY: 204 Diamagon

116 Diamagon II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crackle	5
SPELL: Fullheal	15
ABILITY: Geyser	23
ABILITY: Blizzard Slash	33
SPELL: Kacrack	45
ABILITY: Tidal Wave	55
SPELL: Kazing	70
ATTRIBUTE BONUS: Water Guard	85
ATTRIBUTE BONUS: Crack Guard	100

INITIALLY LEARNT BY: -

117 Cluboon

75PTS

SPELLS/ABILITIES	SKILL POINTS
SPELL: Bang	7
ABILITY: Stone's Throw	12
SPELL: Buff	18
ABILITY: Bomb Slash	26
SPELL: Boom	38
SPELL: Sap	48
ABILITY: Boulder Bash	60
ATTRIBUTE BONUS: Earth Guard	75

INITIALLY LEARNT BY: 203 Cluboon

118 Cluboon II

SPELLS/ABILITIES	SKILL POINTS
SPELL: Boom	8
SPELL: Kabuff	16
ABILITY: Boulder Bash	24
ABILITY: Blast Slash	33
ABILITY: Boulder Toss	43
SPELL: Kasap	55
SPELL: Kaboom	70
ATTRIBUTE BONUS: Earth Guard	85
ATTRIBUTE BONUS: Bang Guard	100

INITIALLY LEARNT BY: -

119 Dragonlord

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafizzle	4
SPELL: Fullheal	9
ABILITY: Cold Blizzard	19
ABILITY: Inferno	29
ABILITY: Spooky Aura	44
ABILITY: Wave of Panic	60
ABILITY: C-C-Cold Breath	80
ABILITY: Scorch	100

INITIALLY LEARNT BY: 55 Dragonlord

120 Dragovian Lord

SPELLS/ABILITIES	SKILL POINTS
SPELL: Zapple	4
SPELL: Magic Barrier	8
ABILITY: C-C-Cold Breath	15
SPELL: Kazap	23
ABILITY: Wave of Relief	33
ABILITY: Scorch	45
ABILITY: Magic Burst	70
ABILITY: Gigagash	100

INITIALLY LEARNT BY: 56 Dragovian lord

121 Leopold

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Chilly Breath	10
SPELL: Whack	20
ABILITY: Critical Miss	30
ABILITY: Cold Blizzard	40
SPELL: Magic Frailty	55
ABILITY: Uncarnate	70
SPELL: Thwack	85
ABILITY: C-C-Cold Breath	100

INITIALLY LEARNT BY: 83 Leopold



122 Dhoulmagus

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kasap	4
ABILITY: War Cry	9
ABILITY: Bemusing Breath	14
SPELL: Bounce	24
ABILITY: Disruptive Wave	34
SPELL: Kaswoosh	46
SPELL: Kacrack	58
SPELL: Kamikazee	70
SPELL: Kasag	100
INITIALLY LEARNT BY: 112 Dhoulmagus	

125 Estark

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Double-edged Slash	5
ABILITY: Multislash	11
ABILITY: Spooky Aura	19
SPELL: Kacrack	31
SPELL: Kazam	43
ABILITY: Assassin's Stab	58
ABILITY: Wave of Panic	70
ABILITY: Disruptive Wave	100
INITIALLY LEARNT BY: 144 Estark	

128 Captain Crow

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Penny Pincher	4
ABILITY: Klepto Clobber	8
ABILITY: Blinding Blow	13
ABILITY: Multislash	23
ABILITY: Thunderbolt Slash	35
ABILITY: Gigaslash	55
ABILITY: Gigagash	85
TRAIT: Master of Weapons	100
INITIALLY LEARNT BY: 198 Captain Crow	

131 Über Mage

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizzle	15
SPELL: Kazapple	30
SPELL: Kazammle	45
SPELL: Kaswooshle	60
SPELL: Kacrackle	75
SPELL: Kaboomle	90
TRAIT: Magic Scrooge	100

134 Über Healer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fullheal	7
SPELL: Give Magic	15
ABILITY: Mist Me	25
SPELL: Magic Barrier	35
SPELL: Multiheal	45
SPELL: Kazing	60
ABILITY: Wave of Relief	80
SPELL: Omniheal	100

123 Rhapthorne

SPELLS/ABILITIES	SKILL POINTS
SPELL: Drain Magic	5
SPELL: Kadim	10
SPELL: Kasnooze	18
SPELL: Clang	30
ABILITY: Spooky Aura	40
ABILITY: Cold Blizzard	50
SPELL: Kaswoosh	65
SPELL: Kacrack	80
ABILITY: Death Dance	100
INITIALLY LEARNT BY: 113 Rhapthorne	

126 Nimzo

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Blowback	5
SPELL: Kaping	10
ABILITY: Spooky Aura	15
ABILITY: Deep Breath	20
ABILITY: Inferno	35
SPELL: Kafrizz	50
SPELL: Kaboom	65
ABILITY: Scorch	80
ABILITY: Disruptive Wave	100
INITIALLY LEARNT BY: 111 Nimzo	

129 Über Dark Dynamiter

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kafrizz	4
SPELL: Kazam	8
SPELL: Kaboom	13
ABILITY: Inferno Slash	22
ABILITY: Blast Slash	31
ABILITY: Shadow Slash	40
SPELL: Kafrizzle	60
SPELL: Kazammle	80
SPELL: Kaboomle	100

132 Über Breath

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Sweet Breath	5
ABILITY: Blowback	11
ABILITY: Venom Breath	19
ABILITY: Bemusing Breath	27
ABILITY: Deep Breath	35
ABILITY: Burning Breath	45
ABILITY: Scorch	60
ABILITY: C-C-Cold Breath	75
ATTRIBUTE BONUS: Gobstopper Guard	100

135 Über Helpful

SPELLS/ABILITIES	SKILL POINTS
SPELL: Acceleratle	8
SPELL: Kabuff	16
SPELL: Deceleratle	24
SPELL: Kasap	32
SPELL: Kaping	47
SPELL: Oomphle	62
SPELL: Kadim	80
SPELL: Kasag	100

124 Rhapthorne (2nd form)

SPELLS/ABILITIES	SKILL POINTS
SPELL: Dazzle	4
ABILITY: Sweet Breath	8
ABILITY: Spooky Aura	12
ABILITY: Shadow Slash	20
ABILITY: C-C-Cold Breath	33
ABILITY: Disruptive Wave	51
SPELL: Kazammle	73
SPELL: Kaboomle	100
INITIALLY LEARNT BY: 114 Rhapthorne (2nd form)	

127 Mortamor

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Dazzleflash	5
ABILITY: Venom Breath	10
ABILITY: Burning Breath	20
ABILITY: Meditation	30
ABILITY: Inferno	40
SPELL: Kaboom	55
SPELL: Kazam	70
ABILITY: Disruptive Wave	100
INITIALLY LEARNT BY: 172 Mortamor	

130 Über Blessed Blizzardier

SPELLS/ABILITIES	SKILL POINTS
SPELL: Kaswoosh	4
SPELL: Kazap	8
SPELL: Kacrack	13
ABILITY: Gale Slash	22
ABILITY: Sacred Slash	31
ABILITY: Blizzard Slash	40
SPELL: Kaswooshle	60
SPELL: Kazapple	80
SPELL: Kacrackle	100

133 Über Knight

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Inferno Slash	8
ABILITY: Blast Slash	16
ABILITY: Gale Slash	24
ABILITY: Thunderbolt Slash	32
ABILITY: Blizzard Slash	40
ABILITY: Sacred Slash	48
ABILITY: Shadow Slash	56
ABILITY: Gigaslash	76
ABILITY: Gigagash	100

136 Über Charmer

SPELLS/ABILITIES	SKILL POINTS
SPELL: Fizzle	8
SPELL: Snooze	16
SPELL: Drain Magic	25
SPELL: Kafizzle	35
SPELL: Dazzle	45
SPELL: Kasnooze	60
SPELL: Fuddle	70
SPELL: Magic Frailty	80
SPELL: Kafuddle	100

137 Wulfspade III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Critical Miss	10
SPELL: Kafuddle	20
ABILITY: Counter	32
ABILITY: Follow Suit	42
SPELL: Kamikazee	55
SPELL: Oomphle	70
SPELL: Kasag	85
SPELL: Kerplunk	100
INITIALLY LEARNT BY: 205 Wulfspade ace	

138 Diamagon III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Crackle	5
SPELL: Boom	10
ABILITY: Dazzleflash	20
ABILITY: Disruptive Wave	30
SPELL: Kacrack	40
SPELL: Kaboom	50
ABILITY: Gigaslash	70
SPELL: Magic Burst	100
INITIALLY LEARNT BY: 208 Diamagon ace	

139 Hawkhart III

SPELLS/ABILITIES	SKILL POINTS
SPELL: Heal	4
SPELL: Zing	12
SPELL: Midheal	20
SPELL: Multiheal	29
ABILITY: Wave of Relief	44
SPELL: Reheal	58
SPELL: Fullheal	68
SPELL: Kazing	80
SPELL: Omniheal	100
INITIALLY LEARNT BY: 206 Hawkhart ace	

140 Cluboon III

SPELLS/ABILITIES	SKILL POINTS
ABILITY: Helm Splitter	8
ABILITY: Blinding Blow	13
ABILITY: Hatchet Man	18
ABILITY: Multislash	28
ABILITY: Assassin's Stab	38
ABILITY: Gigaslash	53
ABILITY: Gigagash	75
ATTRIBUTE BONUS: Dazzle Guard	100
INITIALLY LEARNT BY: 207 Cluboon ace	

141 Dr Snapped

SPELLS/ABILITIES	SKILL POINTS
ABILITY: War Cry	10
SPELL: Clang	16
ABILITY: Meditation	26
ABILITY: Wave of Panic	40
SPELL: Kazammle	54
ATTRIBUTE BONUS: Decelerate Guard	64
ATTRIBUTE BONUS: Gobstopper Guard	74
SPELL: Kasag	86
ABILITY: Lightning Storm	100
INITIALLY LEARNT BY: 200 Dr Snapped	

142 Attack Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +3	4
ATTRIBUTE BONUS: Maximum HP +5	8
ATTRIBUTE BONUS: Attack +3	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Attack +5	29
ATTRIBUTE BONUS: Maximum HP +10	38
ATTRIBUTE BONUS: Attack +5	50

50PTS 143 Attack Boost II

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +5	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Attack +5	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Attack +5	28
ATTRIBUTE BONUS: Maximum HP +10	36
ATTRIBUTE BONUS: Attack +10	48
ATTRIBUTE BONUS: Maximum HP +10	60
ATTRIBUTE BONUS: Attack +10	75

75PTS 144 Attack Boost III

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +10	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Attack +10	13
ATTRIBUTE BONUS: Maximum HP +10	18
ATTRIBUTE BONUS: Attack +10	27
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Attack +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Attack +20	75
ATTRIBUTE BONUS: Sag Guard	100

145 Defence Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +5	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Defence +5	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Defence +10	29
ATTRIBUTE BONUS: Maximum HP +10	38
ATTRIBUTE BONUS: Defence +10	50
INITIALLY LEARNT BY: Platypunk, Scorpion	

50PTS 146 Defence Boost II

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +10	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Defence +10	14
ATTRIBUTE BONUS: Maximum HP +20	20
ATTRIBUTE BONUS: Defence +20	28
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Defence +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Defence +20	75

75PTS 147 Defence Boost III

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +20	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Defence +20	13
ATTRIBUTE BONUS: Maximum HP +20	18
ATTRIBUTE BONUS: Defence +20	27
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Defence +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Defence +20	75
ATTRIBUTE BONUS: Sap Guard	100

148 Agility Boost

50PTS

149 Agility Boost II

75PTS

150 Agility Boost III

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +5	4
ATTRIBUTE BONUS: Maximum HP +10	8
ATTRIBUTE BONUS: Agility +5	14
ATTRIBUTE BONUS: Maximum HP +10	20
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Maximum HP +10	38
ATTRIBUTE BONUS: Agility +10	50
INITIALLY LEARNT BY: Dracky, Bubble slime	

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +10	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Agility +10	14
ATTRIBUTE BONUS: Maximum HP +20	20
ATTRIBUTE BONUS: Agility +20	28
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Agility +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Agility +20	75

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +20	4
ATTRIBUTE BONUS: Maximum HP +20	8
ATTRIBUTE BONUS: Agility +20	13
ATTRIBUTE BONUS: Maximum HP +20	18
ATTRIBUTE BONUS: Agility +20	27
ATTRIBUTE BONUS: Maximum HP +20	36
ATTRIBUTE BONUS: Agility +20	48
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Agility +20	75
ATTRIBUTE BONUS: Decelerate Guard	100

151 Wisdom Boost

50PTS

152 Wisdom Boost II

75PTS

153 Wisdom Boost III

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Maximum MP +10	8
ATTRIBUTE BONUS: Wisdom +5	14
ATTRIBUTE BONUS: Maximum MP +10	20
ATTRIBUTE BONUS: Wisdom +10	29
ATTRIBUTE BONUS: Maximum MP +10	38
ATTRIBUTE BONUS: Wisdom +10	50
INITIALLY LEARNT BY: Lips, Imp	

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +10	4
ATTRIBUTE BONUS: Maximum MP +20	8
ATTRIBUTE BONUS: Wisdom +10	14
ATTRIBUTE BONUS: Maximum MP +20	20
ATTRIBUTE BONUS: Wisdom +20	28
ATTRIBUTE BONUS: Maximum MP +20	36
ATTRIBUTE BONUS: Wisdom +20	48
ATTRIBUTE BONUS: Maximum MP +20	60
ATTRIBUTE BONUS: Wisdom +20	75

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +20	4
ATTRIBUTE BONUS: Maximum MP +20	8
ATTRIBUTE BONUS: Wisdom +20	13
ATTRIBUTE BONUS: Maximum MP +20	18
ATTRIBUTE BONUS: Wisdom +20	27
ATTRIBUTE BONUS: Maximum MP +20	36
ATTRIBUTE BONUS: Wisdom +20	48
ATTRIBUTE BONUS: Maximum MP +20	60
ATTRIBUTE BONUS: Wisdom +20	75
ATTRIBUTE BONUS: Dim Guard	100

154 Frizz Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Maximum HP +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Frizz Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Frizz Guard	76
TRAIT: Magic Scrooge	100

155 Bang Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Bang Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Bang Guard	76
TRAIT: Magic Scrooge	100

156 Woosh Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Woosh Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Woosh Guard	76
TRAIT: Magic Scrooge	100

157 Crack Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Crack Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Crack Guard	76
TRAIT: Magic Scrooge	100

158 Zap Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +5	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Zap Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
ATTRIBUTE BONUS: Zap Guard	76
TRAIT: Magic Scrooge	100
INITIALLY LEARNT BY: 12 Angel Slime	

159 Zam Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +10	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Zam Guard	42
TRAIT: Magic Miser	52
ATTRIBUTE BONUS: Maximum HP +10	64
RESISTANCE: Zam Guard	76
TRAIT: Magic Scrooge	100

160 Water Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Defence +5	9
ATTRIBUTE BONUS: Maximum MP +20	15
ATTRIBUTE BONUS: Wisdom +5	22
ATTRIBUTE BONUS: Water Guard	42
ATTRIBUTE BONUS: Maximum HP +10	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Water Guard	76
TRAIT: Magic Scrooge	100

161 Thunder Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +5	4
ATTRIBUTE BONUS: Agility +5	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +20	22
ATTRIBUTE BONUS: Lightning Guard	42
ATTRIBUTE BONUS: Attack +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Lightning Guard	76
TRAIT: Magic Scrooge	100

162 Fire Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Attack +5	9
ATTRIBUTE BONUS: Wisdom +10	15
ATTRIBUTE BONUS: Maximum HP +10	22
ATTRIBUTE BONUS: Fire Guard	42
ATTRIBUTE BONUS: Maximum MP +20	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Fire Guard	76
TRAIT: Magic Scrooge	100

163 Earth Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +10	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Earth Guard	42
ATTRIBUTE BONUS: Defence +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Earth Guard	76
TRAIT: Magic Scrooge	100
INITIALLY LEARNT BY: 71 Treeface	

164 Fire Breath Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Attack +10	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Fire Breath Guard	42
ATTRIBUTE BONUS: Attack +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Fire Breath Guard	76
TRAIT: Magic Scrooge	100

165 Ice Breath Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Defence +10	9
ATTRIBUTE BONUS: Maximum HP +10	15
ATTRIBUTE BONUS: Maximum MP +10	22
ATTRIBUTE BONUS: Ice Breath Guard	42
ATTRIBUTE BONUS: Defence +5	52
TRAIT: Magic Miser	64
ATTRIBUTE BONUS: Ice Breath Guard	76
TRAIT: Magic Scrooge	100

166 Whack Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Whack Guard	54
ATTRIBUTE BONUS: Whack Guard	70
TRAIT: Steady Recovery	100

167 Dazzle Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Dazzle Guard	10
ATTRIBUTE BONUS: Dazzle Guard	19
ATTRIBUTE BONUS: Maximum MP +10	29
ATTRIBUTE BONUS: Dazzle Guard	54
ATTRIBUTE BONUS: Maximum MP +10	70
TRAIT: Magic Regenerator	100

168 Poison Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Poison Guard	29
ATTRIBUTE BONUS: Poison Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Steady Recovery	100

169 Drain Magic Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Drain Magic Guard	10
ATTRIBUTE BONUS: Maximum MP +10	19
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Drain Magic Guard	54
ATTRIBUTE BONUS: Maximum MP +10	70
TRAIT: Magic Scrooge	100
INITIALLY LEARNT BY: 182 Flyguy	

170 Antimagic Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +10	4
ATTRIBUTE BONUS: Fizzle Guard	10
ATTRIBUTE BONUS: Maximum MP +10	19
ATTRIBUTE BONUS: Wisdom +10	29
ATTRIBUTE BONUS: Fizzle Guard	54
ATTRIBUTE BONUS: Maximum MP +10	70
TRAIT: Magic Regenerator	100

171 Gobstopper Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Gobstopper Guard	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Gobstopper Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Steady Recovery	100

172 Ban Dance Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +10	4
ATTRIBUTE BONUS: Ban Dance Guard	10
ATTRIBUTE BONUS: Ban Dance Guard	19
ATTRIBUTE BONUS: Ban Dance Guard	29
ATTRIBUTE BONUS: Ban Dance Guard	54
ATTRIBUTE BONUS: Agility +10	70
TRAIT: Able Ambusher	100
INITIALLY LEARNT BY: 153 Dancing Devil	

173 Confusion Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Confusion Guard	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Defence +10	29
ATTRIBUTE BONUS: Confusion Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Able Ambusher	100
INITIALLY LEARNT BY: 155 Lesser Demon	

174 Inaction Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Inaction Guard	10
ATTRIBUTE BONUS: Inaction Guard	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Inaction Guard	54
ATTRIBUTE BONUS: Defence +10	70
TRAIT: Able Ambusher	100

175 Paralysis Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Paralysis Guard	10
ATTRIBUTE BONUS: Paralysis Guard	19
ATTRIBUTE BONUS: Maximum HP +10	29
ATTRIBUTE BONUS: Paralysis Guard	54
ATTRIBUTE BONUS: Defence +10	70
TRAIT: Steady Recovery	100

176 Sleep Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	4
ATTRIBUTE BONUS: Sleep Guard	10
ATTRIBUTE BONUS: Maximum HP +10	19
ATTRIBUTE BONUS: Agility +10	29
ATTRIBUTE BONUS: Sleep Guard	54
ATTRIBUTE BONUS: Maximum HP +10	70
TRAIT: Able Ambusher	100

177 Über Health Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +10	10
ATTRIBUTE BONUS: Maximum HP +20	20
ATTRIBUTE BONUS: Maximum HP +10	30
ATTRIBUTE BONUS: Maximum HP +20	40
ATTRIBUTE BONUS: Maximum HP +10	50
ATTRIBUTE BONUS: Maximum HP +20	60
ATTRIBUTE BONUS: Maximum HP +10	70
ATTRIBUTE BONUS: Maximum HP +20	80
ATTRIBUTE BONUS: Maximum HP +10	90
ATTRIBUTE BONUS: Maximum HP +20	100

178 Über Magic Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum MP +20	20
ATTRIBUTE BONUS: Maximum MP +20	30
ATTRIBUTE BONUS: Maximum MP +20	40
ATTRIBUTE BONUS: Maximum MP +20	50
ATTRIBUTE BONUS: Maximum MP +20	60
ATTRIBUTE BONUS: Maximum MP +20	70
ATTRIBUTE BONUS: Maximum MP +20	80
ATTRIBUTE BONUS: Maximum MP +20	90
ATTRIBUTE BONUS: Maximum MP +20	100

179 Über Attack Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Attack +10	10
ATTRIBUTE BONUS: Attack +20	20
ATTRIBUTE BONUS: Attack +10	30
ATTRIBUTE BONUS: Attack +20	40
ATTRIBUTE BONUS: Attack +10	50
ATTRIBUTE BONUS: Attack +20	60
ATTRIBUTE BONUS: Attack +10	70
ATTRIBUTE BONUS: Attack +20	80
ATTRIBUTE BONUS: Attack +10	90
ATTRIBUTE BONUS: Attack +20	100

180 Über Defence Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Defence +20	10
ATTRIBUTE BONUS: Defence +20	20
ATTRIBUTE BONUS: Defence +20	30
ATTRIBUTE BONUS: Defence +20	40
ATTRIBUTE BONUS: Defence +20	50
ATTRIBUTE BONUS: Defence +20	60
ATTRIBUTE BONUS: Defence +20	70
ATTRIBUTE BONUS: Defence +20	80
ATTRIBUTE BONUS: Defence +20	90
ATTRIBUTE BONUS: Defence +20	100

181 Über Agility Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Agility +20	10
ATTRIBUTE BONUS: Agility +20	20
ATTRIBUTE BONUS: Agility +20	30
ATTRIBUTE BONUS: Agility +20	40
ATTRIBUTE BONUS: Agility +20	50
ATTRIBUTE BONUS: Agility +20	60
ATTRIBUTE BONUS: Agility +20	70
ATTRIBUTE BONUS: Agility +20	80
ATTRIBUTE BONUS: Agility +20	90
ATTRIBUTE BONUS: Agility +20	100

182 Über Wisdom Boost

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Wisdom +20	10
ATTRIBUTE BONUS: Wisdom +20	20
ATTRIBUTE BONUS: Wisdom +20	30
ATTRIBUTE BONUS: Wisdom +20	40
ATTRIBUTE BONUS: Wisdom +20	50
ATTRIBUTE BONUS: Wisdom +20	60
ATTRIBUTE BONUS: Wisdom +20	70
ATTRIBUTE BONUS: Wisdom +20	80
ATTRIBUTE BONUS: Wisdom +20	90
ATTRIBUTE BONUS: Wisdom +20	100

183 Über Heat Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Frizz Guard	70
ATTRIBUTE BONUS: Fire Breath Guard	100

184 Über Cold Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Crack Guard	70
ATTRIBUTE BONUS: Cold Breath Guard	100

185 Über Windblast Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Woosh Guard	70
ATTRIBUTE BONUS: Bang Guard	100

186 Über Darklight Ward

SPELLS/ABILITIES	SKILL PTS
ATTRIBUTE BONUS: Maximum HP +20	5
ATTRIBUTE BONUS: Maximum MP +20	10
ATTRIBUTE BONUS: Maximum HP +30	30
ATTRIBUTE BONUS: Maximum MP +30	50
ATTRIBUTE BONUS: Zap Guard	70
ATTRIBUTE BONUS: Zam Guard	100

187 Warrior

SPELLS/ABILITIES	SKILL PTS
ABILITY: Helm Splitter	5
ATTRIBUTE BONUS: Maximum HP +10	10
ABILITY: Metal Slash	17
ATTRIBUTE BONUS: Attack +10	24
ABILITY: Dragon Slash	32
ATTRIBUTE BONUS: Maximum HP +10	40
ABILITY: Multislash	49
ATTRIBUTE BONUS: Attack +10	59
ABILITY: Hatchet Man	70
TRAIT: Master of Weapons	100

188 Mage

SPELLS/ABILITIES	SKILL PTS
SPELL: Swoosh	5
ATTRIBUTE BONUS: Maximum MP +10	10
SPELL: Frizzle	17
ATTRIBUTE BONUS: Wisdom +10	24
SPELL: Crackle	32
ATTRIBUTE BONUS: Maximum MP +20	40
SPELL: Boom	49
ATTRIBUTE BONUS: Wisdom +10	59
SPELL: Kafizzle	70
TRAIT: Magic Regenerator	100

189 Priest

SPELLS/ABILITIES	SKILL PTS
SPELL: Heal	5
ATTRIBUTE BONUS: Maximum MP +10	10
SPELL: Squelch	17
ATTRIBUTE BONUS: Wisdom +5	24
SPELL: Midheal	32
ATTRIBUTE BONUS: Maximum MP +10	40
SPELL: Zing	49
ATTRIBUTE BONUS: Wisdom +20	59
SPELL: Whack	70
TRAIT: Magic Regenerator	100

190 Martial Artist

SPELLS/ABILITIES	SKILL PTS
ABILITY: Heart Breaker	5
ATTRIBUTE BONUS: Maximum HP +10	10
ABILITY: Body Slam	17
ATTRIBUTE BONUS: Attack +10	24
ABILITY: Mercurial Thrust	32
ATTRIBUTE BONUS: Agility +20	40
ABILITY: Defending Champion	49
ATTRIBUTE BONUS: Attack +10	59
ABILITY: Double Up	70
TRAIT: Able Ambusher	100

191 Sage

SPELLS/ABILITIES	SKILL PTS
SPELL: Zapple	5
ATTRIBUTE BONUS: Maximum MP +10	10
SPELL: Zammle	17
ATTRIBUTE BONUS: Wisdom +10	24
ABILITY: Dazzleflash	32
ATTRIBUTE BONUS: Maximum MP +20	40
SPELL: Multiheal	49
ATTRIBUTE BONUS: Wisdom +20	59
ABILITY: Wave of Relief	70
TRAIT: Magic Scrooge	100

192 Thief

SPELLS/ABILITIES	SKILL PTS
SPELL: Accelerate	5
ATTRIBUTE BONUS: Agility +10	10
ABILITY: Klepto Clobber	17
ATTRIBUTE BONUS: Agility +10	24
SPELL: Acceleratle	32
ATTRIBUTE BONUS: Agility +10	40
ABILITY: Penny Pincher	49
ATTRIBUTE BONUS: Agility +10	59
ABILITY: Dodgy Dance	70
ATTRIBUTE BONUS: Decelerate Guard	100

LEARNING SKILLS

YOU CAN ONLY LEARN CERTAIN SKILLS BY COMPLETING OR GETTING SO MANY POINTS IN A NUMBER OF OTHER SKILLS. THE FOLLOWING TABLE SHOWS HOW MANY POINTS YOU NEED IN THE SKILLS ON THE RIGHT TO EARN THE SKILL ON THE LEFT. IF WE DO NOT GIVE A NUMBER OF POINTS, IT MEANS YOU MUST COMPLETE THAT SKILL.

SKILL	PTS NEEDED IN OTHER SKILLS
49 FIREWIND SLASHES	53 FIRE FIGHTER (23 PTS) + 54 BOOM BOXER (18 PTS) + 55 WIND BLOWER (26 PTS)
50 THUNDERWIND SLASHES	55 WIND BLOWER (26 PTS) + 58 DARK KNIGHT (11 PTS) + 106 DRAGON LORE (64 PTS)
	55 WIND BLOWER (26 PTS) + 58 DARK KNIGHT (11 PTS) + 111 WULFSPADE (18 PTS)
51 ICEPLOSION SLASHES	54 BOOM BOXER (18 PTS) + 56 ICEMEISTER (17 PTS) + 57 WHITE KNIGHT (12 PTS)
52 DARKLIGHT SLASHES	55 WIND BLOWER (26 PTS) + 57 WHITE KNIGHT (12 PTS) + 58 DARK KNIGHT (11 PTS)
59 HEALER	61 CLEANSER + 61 CLEANSER
61 CLEANSER	59 HEALER + 59 HEALER
129 ÜBER DARK DYNAMITER	3 FRIZZ & BANG III + 125 ESTARK
	6 FRIZZ & WOOSH III + 124 RHAPTHORNE (2ND FORM)
	9 FRIZZ & ZAP III + 124 RHAPTHORNE (2ND FORM)
	33 WOOSH & ZAM III + 126 NIMZO
	39 CRACK & ZAM III + 126 NIMZO
130 ÜBER BLESSED BLIZZARDIER	9 FRIZZ & ZAP III + 122 DHOULMAGUS
	9 FRIZZ & ZAP III + 123 RHAPTHORNE
	21 BANG & ZAP III + 122 DHOULMAGUS
	21 BANG & ZAP III + 123 RHAPTHORNE
	27 WOOSH & CRACK III + 112 WULSPADE II
	27 WOOSH & CRACK III + 120 DRAGOVIAN LORD
	30 WOOSH & ZAP III + 116 DIAMAGON II
	30 WOOSH & ZAP III + 125 ESTARK
131 ÜBER MAGE	6 FRIZZ & WOOSH III + 36 CRACK & ZAP III + 124 RHAPTHORNE (2ND FORM)
	9 FRIZZ & ZAP III + 27 WOOSH & CRACK III + 124 RHAPTHORNE (2ND FORM)
	129 ÜBER DARK DYNAMITER + 130 ÜBER BLESSED BLIZZARDIER
132 ÜBER BREATH	42 FIRE III + 45 ICE III + 104 GRAVEHEART
	42 FIRE III + 45 ICE III + 79 BAD BREATH
	48 BREATH III + 79 BAD BREATH
	79 BAD BREATH + 119 DRAGONLORD
	79 BAD BREATH + 120 DRAGOVIAN LORD
	79 BAD BREATH + 124 RHAPTHORNE (2ND FORM)
133 ÜBER KNIGHT	49 FIREWIND SLASHES + 50 THUNDERWIND SLASHES + 51 ICEPLOSION SLASHES + 52 DARKLIGHT SLASHES
	49 FIREWIND SLASHES + 52 DARKLIGHT SLASHES + 128 CAPTAIN CROW
	53 FIRE FIGHTER + 54 BOOM BOXER + 55 WIND BLOWER + 56 ICEMEISTER + 57 WHITE KNIGHT + 58 DARK KNIGHT
	97 CLERIC + 140 CLUBOON III
	128 CAPTAIN CROW + 140 CLUBOON III
134 ÜBER HEALER	59 HEALER + 60 CURE-ALL + 73 BOLSTERER
	59 HEALER + 61 CLEANSER + 97 CLERIC
	59 HEALER + 65 MAGE AID + 60 CURE-ALL
	59 HEALER + 65 MAGE AID + 73 BOLSTERER
	59 HEALER + 65 MAGE AID + 74 BARRICADE
	59 HEALER + 65 MAGE AID + 85 CRUSADER
	60 CURE-ALL + 85 CRUSADER + 97 CLERIC
135 ÜBER HELPFUL	62 CHAMPION + 63 DEFENDER + 192 THIEF
	66 FORTIFIER + 67 ENFEEBLER + 68 SABOTEUR
	68 SABOTEUR + 192 THIEF
136 ÜBER CHARMER	76 HYPNOTIST + 75 SEAL
	76 HYPNOTIST + 78 FEAR-MONGER
	76 HYPNOTIST + 96 COLD SLEEP
	76 HYPNOTIST + 105 DIABOLIST
	76 HYPNOTIST + 109 HIVE MIND
	76 HYPNOTIST + 188 MAGE
177 ÜBER HEALTH BOOST	144 ATTACK BOOST III + 190 MARTIAL ARTIST
178 ÜBER MAGIC BOOST	153 WISDOM BOOST III + 188 MAGE
179 ÜBER ATTACK BOOST	144 ATTACK BOOST III + 187 WARRIOR
180 ÜBER DEFENCE BOOST	147 DEFENCE BOOST III + 189 PRIEST
181 ÜBER AGILITY BOOST	150 AGILITY BOOST III + 192 THIEF
182 ÜBER WISDOM BOOST	153 WISDOM BOOST III + 191 SAGE
183 ÜBER HEAT WARD	154 FRIZZ WARD + 164 FIRE BREATH WARD
184 ÜBER COLD WARD	157 CRACK WARD + 165 ICE BREATH WARD
185 ÜBER WINDBLAST WARD	155 BANG WARD + 156 WOOSH WARD
186 ÜBER DARKLIGHT WARD	158 ZAP WARD + 159 ZAM WARD

SPELLS AND ABILITIES

Kelper comes back to life!

Attack Spells

SPELL	DESCRIPTION	MP USED
Frizz	Singes a single enemy with a small fireball.	2
Frizzle	Burns a single enemy with a large fireball.	4
Kafrizz	Incinerates a single enemy with a huge fireball.	10
Kafrizzle	Cremates a single enemy with an enormous fireball.	30
Bang	Damages all enemies with a small explosion.	5
Boom	Engulfs all enemies in a large explosion.	8
Kaboom	Blasts all enemies with a massive explosion.	15
Kaboomle	Blasts all enemies with an incredibly violent explosion.	45
Woosh	Flays all enemies with a small whirlwind.	3
Swoosh	Flays all enemies with a large whirlwind.	5
Kaswoosh	Flays all enemies with a mighty whirlwind.	12
Kaswooshle	Flays all enemies with a ferociously destructive whirlwind.	36
Crack	Pierces a single enemy with sharp icicles.	3
Crackle	Pelts all enemies with sharp icicles.	5
Kacrack	Rips into all enemies with a hail of razor-sharp icicles.	12
Kacrackle	Skewers all enemies with a barrage of razor-sharp icicles.	36
Zap	Strikes a single enemy with holy lightning.	4
Zapple	Strikes a single enemy with hallowed lightning.	6
Kazap	Strikes a single enemy with sacred lightning.	10
Kazapple	Strikes a single enemy with divine lightning.	30
Zam	Strikes a single enemy with dark lightning.	4
Zammle	Strikes a single enemy with hellish lightning.	6
Kazam	Strikes a single enemy with abyssal lightning.	10
Kazammle	Strikes a single enemy with stygian lightning.	30
Magic Burst	Unleashes all remaining magic power in a fearsome explosion	Rest of MP

Attack Abilities

ABILITY	DESCRIPTION	MP USED
Fire Breath	Blows hot breath at all enemies.	3
Flame Breath	Blows fiery breath at all enemies.	5
Inferno	Blows blazing breath at all enemies.	12
Scorch	Blows scorching breath at all enemies.	36
Cool Breath	Blows cool breath at all enemies.	3
Chilly Breath	Blows chilly breath at all enemies.	5
Cold Blizzard	Blows cold breath at all enemies.	12
C-C-Cold Breath	Blows f-f-freezing breath at all enemies.	36
Flame Slash	Slices an enemy with a fiery slash.	2
Inferno Slash	Slices an enemy with a blazing slash.	4
Bomb Slash	Slices an enemy with an explosive slash.	2
Blast Slash	Slices an enemy with a devastatingly explosive slash.	4
Gust Slash	Slices an enemy with a tailwind-inducing slash.	2
Gale Slash	Slices an enemy with a howling wind slash.	4
Frost Slash	Slices an enemy with a chilling slash.	2
Blizzard Slash	Slices an enemy with a freezing slash.	4
Hallowed Slash	Slices an enemy with a slash imbued with holy energy.	2
Sacred Slash	Slices an enemy with a most divine slash.	4
Gigaslash	A legendary technique for cutting down a single enemy.	16
Shade Slash	Slices an enemy with a slash infused with dark energy.	2
Shadow Slash	Slices an enemy with a hellishly dark slash.	4
Lightning Slash	Slices an enemy with an electrically-charged slash.	2
Thunderbolt Slash	Slices an enemy with an electrocuting slash.	4
Weakening Wallop	An attack that can decrease the target's attack power.	4
Helm Splitter	A skull-splitting smash that lowers an enemy's defence.	0
Slowing Slug	An attack that can decrease the target's agility.	4
Stupefying Strike	An attack that can decrease the target's wisdom.	4
Body Slam	Deals heavy damage to the target and the user.	1
One-on-One	Reduces both the target and the user's HP to 1.	1
Assassin's Stab	A technique that can sometimes fell an enemy with one blow.	8
Blinding Blow	An attack that can decrease the target's accuracy.	4
Poisonous Poke	An attack that can poison its target.	2
Venomous Volley	An attack that can envenomate its target.	4
Breathtaking Bash	An attack that can stop the target from using breath attacks.	4

Status Ailment Spells

ABILITY	DESCRIPTION	MP USED
Break-dance Beat	An attack that can stop the target performing dancing attacks.	4
Baffling Bonk	An attack that can confuse its target.	3
Heart Breaker	An attack that can cause the target to miss a turn.	2
Paralysing Punch	An attack that can paralyse its target.	3
Sleep Sock	An attack that can put its target to sleep.	2
Metal Slash	An attack that can damage enemies with metal bodies.	2
Dragon Slash	An attack that deals heavy damage to dragons.	2
Uncarnate	An attack that deals heavy damage to Incarni.	2
Mercurial Thrust	A lightning-fast strike that allows its user to attack first.	2
Hatchet Man	An unpredictable attack that can deal critical damage if it connects.	3
Multislash	Damages all enemies with a single slash.	5
Penny Pincher	An attack that can steal gold coins as it inflicts damage.	2
Klepto Clobber	An attack that can steal an item as it inflicts damage.	0
Double-edged Slash	Deals massive damage to an enemy, but attacker takes some damage too.	2
Double Up	Deals double damage while halving the user's defence for one turn.	1
Gigagash	A legendary technique for cutting down all enemies.	55
Waterspout	Sprays a powerful jet of water at a single enemy.	5
Geyser	Blasts all enemies with a powerful jet of water.	10
Tidal Wave	Overwhelms all enemies with a devastating deluge.	32
Spark	Strikes a single enemy with lightning.	6
Lightning	Strikes all enemies with powerful lightning.	10
Lightning Storm	Strikes all enemies with devastating thunderbolts.	32
Singe	Lightly flambes a single enemy.	5
Sear	Badly chars all enemies.	10
Cremate	Consumes all enemies in a towering inferno.	32
Stone's Throw	Hurls a rock at a single enemy.	4
Boulder Bash	Pierces the enemy with deadly rocks.	8
Boulder Toss	Hurls jagged rocks at all enemies.	32

Death Spells

SPELL	DESCRIPTION	MP USED
Whack	A cursed incantation that can send a single enemy to the hereafter.	8
Thwack	A cursed incantation that can send all enemies to the hereafter.	12
Kamikazee	Sacrifices caster's own life in an attempt to destroy all enemies.	1
Death Dance	A dance that can send all enemies to the hereafter.	6

SPELL	DESCRIPTION	MP USED
Sag	Decreases the attack of a single enemy.	6
Kasag	Slightly decreases the attack of all enemies.	10
Sap	Decreases the defence of a single enemy.	3
Kasap	Slightly decreases the defence of all enemies.	4
Decelerate	Decreases the agility of a single enemy.	3
Deceleratie	Slightly decreases the agility of all enemies.	4
Dim	Decreases the wisdom of a single enemy.	3
Kadim	Slightly decreases the wisdom of all enemies.	4
Magic Frailty	Decreases all enemies' resistance to offensive spells.	4
Dazzle	Envelops all enemies in illusions.	3
Drain Magic	Steals MP from a single enemy.	0
Fizzle	Prevents a single enemy from using magic.	2
Kafizzle	Prevents all enemies from using magic.	3
Fuddle	Sends a single enemy into confusion.	5
Kafuddle	Sends all enemies into confusion.	10
Snooze	Puts a single enemy to sleep.	3
Kasnoodle	Puts all enemies into a deep sleep.	8
Poison Breath	A toxic cloud that can poison all enemies.	3
Venom Breath	A deadly haze that can envenomate all enemies.	4
Bemusing Breath	A boisterous belch that can confuse all enemies.	4
Burning Breath	A blistering burp that can paralyse all enemies.	4
Sweet Breath	A fragrant sigh that puts all enemies to sleep.	3
Weird Dance	A dance that can decrease a single enemy's MP.	0
Tap Dance	A dance that can steal MP from a single enemy.	0
Fuddle Dance	A dance that can confuse all enemies.	4
Sultry Dance	A dance that can entice a single enemy to start dancing.	2
Spooky Aura	Reduces all enemies' resistance to magic.	2
Wave of Panic	Impairs the attributes of a single enemy.	7
Sandstorm	Kicks sand in the eyes of all enemies, reducing their accuracy.	2
Dazzleflash	Emits a glaring light that reduces all enemies' accuracy.	2
Gobstopper	Prevents a single enemy from using breath attacks.	6
Ban Dance	Prevents all enemies from dancing.	6
Tongue Lashing	Reduces a single enemy's defence with a lusty licking.	4
War Cry	A hideous battle cry that paralyses all enemies with fear.	3
Critical Miss	Prevents an enemy from landing critical hits.	5
Disruptive Wave	Removes all magical effects from all enemies.	7

Healing and Reviving Spells

SPELL	DESCRIPTION	MP USED
Heal	Restores around 30 HP to a single ally.	2
Midheal	Restores around 75 HP to a single ally.	4
Fullheal	Restores all HP to a single ally.	8
Multiheal	Restores around 90 HP to all allies.	12
Omniheal	Restores all HP to all allies.	36
Reheal	Restores some HP after each action.	2
Squelch	Cures a single ally of the effects of poison.	2
Tingle	Cures all allies of the effects of sleep and paralysis.	2
Zing	Resurrects a fallen ally with a 50% chance of success.	8
Kazing	Resurrects a fallen ally.	15
Kerplunk	Sacrifices the caster's life to resurrect all allies.	Caster dies
Share Magic	Gives half the caster's MP to another ally.	Varies
Give Magic	Gives all the caster's MP to another ally.	Varies
Hustle Dance	Restores around 80 HP to all allies.	6
Kerplunk Dance	Resurrects all allies at the cost of the dancer's own life.	Caster dies
Meditation	Restores up to 400 HP to the user.	8
Amor Seco Rain	A revitalising shower that heals all allies on the next turn.	15
Song of Salvation	A song that revives all allies on the next turn.	15

Beneficial Status Effect Spells

SPELL	DESCRIPTION	MP USED
Oomph	Increases the attack of a single ally.	6
Oomphle	Slightly increases the attack of all allies.	10
Buff	Increases the defence of a single ally.	3
Kabuff	Slightly increase the defence of all allies.	4
Accelerate	Increases the agility of a single ally.	3
Acceleratle	Slightly increases the agility of all allies.	4
Ping	Increases the wisdom of a single ally.	3
Kaping	Slightly increases the wisdom of all allies.	4
Insulate	Protects one ally from fire and ice breath attacks.	2
Insulatle	Protects all allies from fire and ice breath attacks.	4
Bounce	Forms a protective barrier that reflects the enemy's and team's spells alike.	4
Magic Barrier	Forms a barrier that reduces the effectiveness of foes' offensive spells.	4
Clang	Forms an impenetrable wall that nullifies all of the enemy's attacks.	2
Deep Breath	Increases the attack power of your next breath attack.	0
Blowback	Counters a breath attack by sending it back at the enemy.	2
Dodgy Dance	Prepares the dancer to take evasive manoeuvre.	1
Brake Wind	Creates a barrier that deflects the next breath attack.	10
Follow Suit	Gain the next enemy spell or ability used for the rest of the battle.	10
Defending Champion	A defensive ability that greatly reduces damage taken.	3
Counter	Poise to strike an enemy with a counter-attack.	64
Mist Me	Creates a shield that blocks a single attack of almost any kind.	10
Wave of Relief	Removes most ailments from all allies.	7

The Hero's Abilities

The hero learns a few abilities as he makes his way through the adventure. Each of these is learned after completing one of the four shrines. Use these by selecting Spells and Abilities from the main menu.

ABILITY	DESCRIPTION
Zoom	Teleports you to the last scoutpost you visited. (Only works outside.)
Evac	Teleports you out of towers, caves, and dungeons.
Whistle	Calls nearby monsters with a cheerful whistle.
Vanish	Hides your presence from monsters.



WIGHT KING

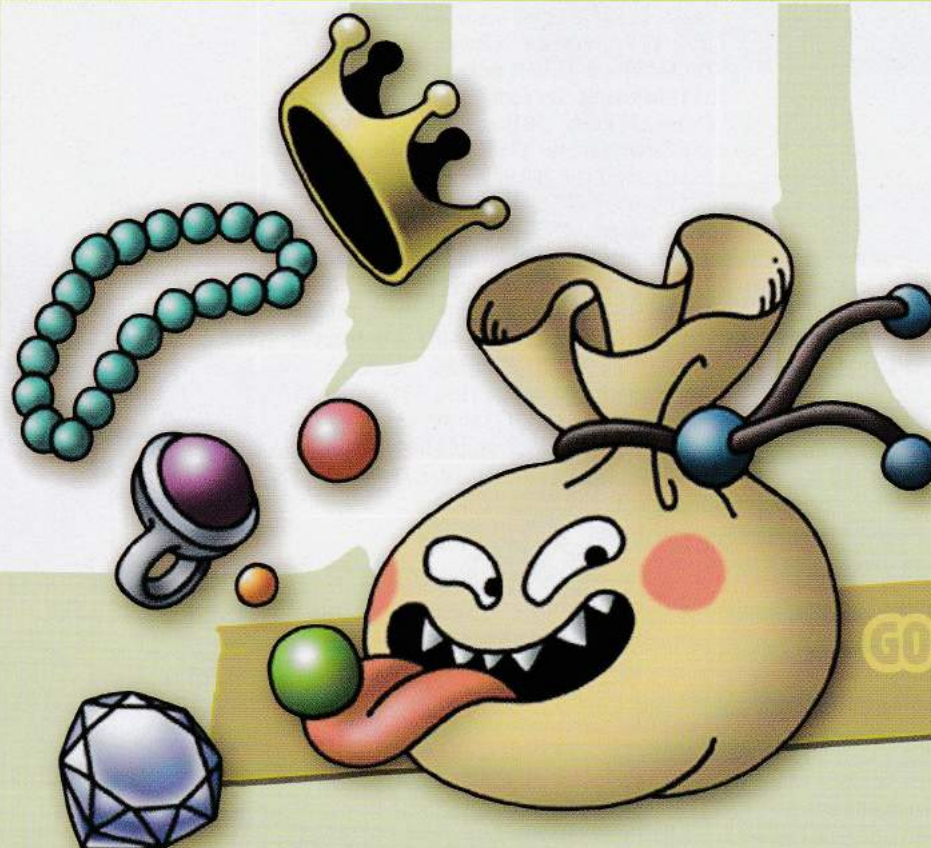
TRAITS

Some liquid metal slimes draw near!

The following table lists all of the traits in the game, which monster types have each trait, and which skills teach each trait.

TRAIT	DESCRIPTION	MONSTERS WITH TRAIT	SKILLS THAT TEACH TRAIT
Artful Dodger	Doubles your chance of dodging an attack.	6 Drake slime, 12 Angel slime, 15 Dragon slime, 19 Dark slime, 31 Dragonthorn, 34 Snapdragon, 39 Seasaur, 42 Sea dragon, 46 Abyss diver, 47 Megalodon, 58 Wild boarfish, 61 Chimaera, 66 Hell hornet, 67 Eveel, 69 Hades condor, 74 Giant moth, 79 Garuda, 83 Leopold, 84 Empyrea, 94 Night emperor, 98 Gargoyle, 113 Rhapthorne, 114 Rhapthorne (2nd Form), 127 Mecha-mynah, 145 Dracky, 157 Great dracky, 170 Malroth, 173 Ghost, 181 Phantom fencer, 182 Flyguy, 187 Phantom swordsman, 191 Stark raven	None
Metal Body	Damage from physical attacks is reduced by 1/3.	10 Metal slime, 18 Liquid metal slime, 23 Metal kaiser slime, 24 Metal king slime, 25 Darkonium slime, 27 Gem slime	None
Psycho	Gain ability to Psyche Up.	8 Wild slime, 13 Behemoth slime, 20 Dark slime knight, 26 Grandpa slime, 28 Trode, 33 Nardragon, 54 Alabast dragon, 55 Dragonlord, 62 Spiked hare, 65 Great sabrecub, 70 Great sabrecat, 72 Scissor beetle, 73 Beetleboy, 80 Beetlebully, 86 Mischievous mole, 88 Hammerhood, 96 Brownie, 105 Moosifer, 107 Buffalogre, 110 Don mole, 112 Dhoulmagus, 114 Rhapthorne (2nd Form), 126 Gold golem, 134 Golem, 143 Psaro, 168 Robbin' hood, 170 Malroth, 185 Restless armour, 186 Hellhound, 196 Dullahan, 198 Captain Crow, 200 Dr Snapped, 201 Wulfspade, 202 Hawkhart, 203 Cluboon, 204 Diamagon, 205 Wulfspade ace, 206 Hawkhart ace, 207 Cluboon ace, 208 Diamagon ace, 209 Ace of Spades, 210 Wildcard	None
Double Trouble	Go twice when you let the monster loose on AI.	111 Nimzo, 140 Killing machine, 144 Estark, 164 Jamirus, 166 Demon-at-arms, 167 Belial, 171 Zoma, 194 Roseguardin, 199 Orgodemir, 200 Dr Snapped	None
Critical Massacre	Doubles your chance of making a critical hit.	1 Slime, 16 King slime, 41 Hacksaurus, 43 Tyrantosaur, 56 Dragovian lord, 59 Scorpion, 75 Gorerilla, 95 Weartiger, 133 Mimic, 135 Living statue, 139 Trap box, 163 Boss troll, 169 Night clubber	None
Metal Beater	Increases damage dealt to a metal enemy by 1.	130 Hunter mech, 154 Headhunter, 72 Anti-metal, 84 Bounty Hunter	
Fly Swatter	Ignore special agility bonus of flying monster, attack as if non-flying monster.	102 Cockateer	None
Last Word	Your action comes last.	104 Gigantes, 142 Ruin	None
Early Bird	Your action comes first.	70 Great sabrecat, 78 Riptide, 89 Fencing fox	None
Counterstriker	Counter physical attacks.	9 Slime knight, 11 Metal slime knight, 28 Trode, 68 Bullfinch, 178 Demonrider, 189 Grim rider, 195 Bone baron	None
Poisoner	Poison enemies with attack.	2 Bubble slime, 22 King bubble slime, 67 Eveel, 74 Giant moth	None
Paralyser	Paralyze enemies with attack.	59 Scorpion, 66 Hell hornet	None
Escape Artist	Flee is always successful—except in boss battles.	10 Metal slime, 18 Liquid metal slime, 23 Metal kaiser slime, 24 Metal king slime, 25 Darkonium slime, 27 Gem slime, 32 Argon lizard	None

TRAIT	DESCRIPTION	MONSTERS WITH TRAIT	SKILLS THAT TEACH TRAIT
Steady Recovery	Regain 10% of max HP each round.	71 Treeface, 172 Mortamor	102 Slimer, 166 Whack Ward, 168 Poison Ward, 171 Gobstopper Ward, 175 Paralysis Ward
Magic Regenerator	Regain 10% of max MP each round.	26 Grandpa slime, 40 Red dragon, 47 Megalodon, 172 Mortamor	167 Dazzle Ward, 170 Antimagic Ward, 188 Mage, 189 Priest
Health Professional	Healing magic costs 10% less to cast and you get healed 10% more.	4 Healslime, 17 Cureslime, 21 King cureslime, 148 See urchin	None
Frizzmeister	Frizz magic costs 10% less to cast and deals 10% more damage.	5 She-slime, 14 Beshemoth slime, 117 Dancing flame, 174 Firespirit	None
Bangmeister	Bang magic costs 10% less to cast and deals 10% more damage.	119 Spitnik, 149 Imp, 162 Archdemon, 167 Belial	None
Wooshmeister	Woosh magic costs 10% less to cast and deals 10% more damage.	100 Diemon, 159 Wrecktor	None
Crackmeister	Crack magic costs 10% less to cast and deals 10% more damage.	64 Jailcat, 118 Frostburn	None
Zapmeister	Zap magic costs 10% less to cast and deals 10% more damage.	12 Angel slime, 84 Empyrea	None
Zammeister	Zam magic costs 10% less to cast and deals 10% more damage.	19 Dark slime, 20 Dark slime knight, 116 Shadow, 161 Fallen priest	None
Desperado	Double your chance of making a critical hit when your life is less than 1/4.	13 Behemoth slime, 14 Beshemoth slime, 56 Dragovian lord, 123 Cannibox, 147 Winky	None
Able Ambusher	Doubles your chance of a preemptive strike on the enemy.	93 Jumping jackal, 160 Lethal armour	172 Ban Dance Ward, 173 Confusion Ward, 174 Inaction Ward, 176 Sleep Ward, 190 Martial Artist
Magic Miser	Magic consumption reduced to 3/4.	None	154 Frizz Ward, 155 Bang Ward, 156 Woosh Ward, 157 Crack Ward, 158 Zap Ward, 159 Zam Ward, 160 Water Ward, 161 Thunder Ward, 162 Fire Ward, 163 Earth Ward, 164 Fire Breath Ward, 165 Ice Breath Ward
Magic Scrooge	Magic consumption reduced to 1/2.	None	131 Über Mage, 154 Frizz Ward, 155 Bang Ward, 156 Woosh Ward, 157 Crack Ward, 158 Zap Ward, 159 Zam Ward, 160 Water Ward, 161 Thunder Ward, 162 Fire Ward, 163 Earth Ward, 164 Fire Breath Ward, 165 Ice Breath Ward, 169 Drain Magic Ward, 191 Sage
Master of Weapons	Equip any weapon.	None	128 Captain Crow, 187 Warrior



GOODY BAG

Glop Rank A +5
 ng bubble slime
 65 HP: 844/844 MP: 513/513

raits
 Poisoner

esistances
 Woosh Damage ↓25%
 Zap Damage ↓25%
 Poisonproof
 Paralysisproof
 Dim Resistance ↑25%



RESISTANCES

RESISTANCES

The following is a list of the resistances that the monster types possess. There are four types of resistances:

PROOF: THE MONSTER IS RESISTANT TO THAT TYPE OF MAGIC.

HEALED BY: THE MONSTER IS HEALED BY THAT TYPE OF MAGIC.

VULNERABLE TO: THE MONSTER TAKES EXTRA DAMAGE FROM THAT TYPE OF MAGIC.

DAMAGE DOWN XX%: DAMAGE IS REDUCED BY A PERCENTAGE OF THAT TYPE OF MAGIC.

RESISTANCE UP XX%: INCREASES RESISTANCE TO STATUS AILMENTS SUCH AS POISON OR SLEEP.

Attack Magicproof (except Magic Burst)	Poisonproof
Bangproof	Practically Invincible
Confusionproof	Sagproof
Crackproof	Sleepproof
Dazzleproof	Vulnerable to Bang
Decelerateproof	Vulnerable to Confuse
Drain Magicproof	Vulnerable to Crack
Fire Breathproof	Vulnerable to Earth
Fizzleproof	Vulnerable to Fire
Frizzproof	Vulnerable to Fizzle
Healed by Bang	Vulnerable to Frizz
Healed by Crack	Vulnerable to Inaction
Healed by Earth	Vulnerable to Lightning
Healed by Fire	Vulnerable to Sag
Healed by Fire Breath	Vulnerable to Sleep
Healed by Frizz	Vulnerable to Water
Healed by Ice Breath	Vulnerable to Whack
Healed by Lightning	Vulnerable to Zam
Healed by Water	Vulnerable to Zap
Healed by Zam	Whackproof
Healed by Zap	Wooshproof
Ice Breathproof	Zammproof
Inactionproof	
Paralysisproof	

STRENGTH RATINGS

This table ranks the monsters by their strength rating. Refer to the synthesis section of this guide for more information on this rating. The last column shows if the monster can be created through normal synthesis.

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
1	1 Slime	Slime	
2	29 Komodo	Dragon	Yes
3	57 Capsichum	Nature	
4	85 Platypunk	Beast	Yes
5	115 Bag o' laughs	Material	Yes
6	145 Dracky	Demon	Yes
7	173 Ghost	Undead	Yes
8	2 Bubble slime	Slime	Yes
9	30 Frou-fry	Dragon	Yes
10	58 Wild boarfish	Nature	Yes
11	86 Mischievous mole	Beast	Yes
12	116 Shadow	Material	Yes
13	146 Lips	Demon	Yes
14	174 Firespirit	Undead	Yes
15	3 Shell slime	Slime	Yes
16	31 Dragonthorn	Dragon	Yes
17	59 Scorpion	Nature	
18	60 Crabid	Nature	Yes
19	87 Satyr	Beast	Yes
20	117 Dancing flame	Material	Yes
21	147 Winky	Demon	Yes
22	175 Stump chump	Undead	Yes
23	4 Healslime	Slime	Yes
24	32 Argon lizard	Dragon	Yes
25	61 Chimaera	Nature	Yes
26	118 Frostburn	Material	
27	88 Hammerhood	Beast	Yes
28	119 Spitnik	Material	Yes
29	148 See urchin	Demon	Yes
30	176 Funghoul	Undead	Yes
31	5 She-slime	Slime	Yes
32	33 Nardragon	Dragon	Yes
33	62 Spiked hare	Nature	Yes
34	89 Fencing fox	Beast	Yes
35	120 Goodybag	Material	Yes
36	149 Imp	Demon	Yes
37	177 Muddy hand	Undead	Yes
38	6 Drake slime	Slime	Yes
39	34 Snapdragon	Dragon	Yes
40	63 Khalamari kid	Nature	Yes
41	90 Chainine	Beast	Yes
42	121 King kelp	Material	Yes
43	150 Lump wizard	Demon	Yes
44	178 Demonrider	Undead	
45	179 Mummy boy	Undead	Yes

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
46	7 Snail slime	Slime	Yes
47	35 Jargon	Dragon	Yes
48	64 Jailcat	Nature	Yes
49	91 Orc	Beast	Yes
50	122 Cannibox	Material	Yes
51	151 Frogface	Demon	Yes
52	180 Skipper	Undead	Yes
53	8 Wild slime	Slime	Yes
54	36 Green dragon	Dragon	Yes
55	65 Great sabrecub	Nature	Yes
56	123 Cannibox	Material	
57	92 Pan piper	Beast	
58	37 Skelegon	Dragon	
59	93 Jumping jackal	Beast	Yes
60	124 Rockbomb	Material	Yes
61	152 Dessert demon	Demon	
62	153 Dancing devil	Demon	Yes
63	181 Phantom fencer	Undead	Yes
64	125 Anchorman	Material	
65	9 Slime knight	Slime	Yes
66	38 Green dragon	Dragon	Yes
67	10 Metal slime	Slime	
68	66 Hell hornet	Nature	Yes
69	94 Night emperor	Beast	Yes
70	126 Gold golem	Material	Yes
71	154 Headhunter	Demon	Yes
72	182 Flyguy	Undead	Yes
73	11 Metal slime knight	Slime	Yes
74	39 Seasaur	Dragon	Yes
75	67 Eveel	Nature	Yes
76	95 Weartiger	Beast	Yes
77	96 Brownie	Beast	
78	127 Mecha-mynah	Material	Yes
79	155 Lesser demon	Demon	Yes
80	183 Skeleton	Undead	Yes
81	12 Angel slime	Slime	Yes
82	13 Behemoth slime	Slime	
83	40 Red dragon	Dragon	Yes
84	14 Beshemoth slime	Slime	
85	68 Bullfinch	Nature	Yes
86	97 Bodkin archer	Beast	Yes
87	128 Mud mannequin	Material	Yes
88	156 Gryphon	Demon	Yes
89	184 Walking corpse	Undead	Yes
90	15 Dragon slime	Slime	Yes
91	41 Hacksaurus	Dragon	Yes

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
92	69 Hades condor	Nature	Yes
93	98 Gargoyle	Beast	
94	99 Merman	Beast	Yes
95	157 Great dracky	Demon	
96	70 Great sabrecat	Nature	
97	129 Dingaling	Material	Yes
98	158 Octavian sentry	Demon	Yes
99	16 King slime	Slime	
100	185 Restless armour	Undead	Yes
101	42 Sea dragon	Dragon	
102	186 Hellhound	Undead	
103	100 Diemon	Beast	
104	17 Cureslime	Slime	Yes
105	130 Hunter mech	Material	
106	43 Tyrantosaur	Dragon	Yes
107	18 Liquid metal slime	Slime	
108	71 Treeface	Nature	Yes
109	101 Notso macho	Beast	Yes
110	131 Puppeteer	Material	Yes
111	72 Scissor beetle	Nature	
112	44 Metal dragon	Dragon	
113	159 Wrecktor	Demon	Yes
114	45 Great argon lizard	Dragon	
115	187 Phantom swordsman	Undead	
116	188 Skeleton soldier	Undead	Yes
117	19 Dark slime	Slime	Yes
118	46 Abyss diver	Dragon	Yes
119	73 Beetleboy	Nature	Yes
120	189 Grim rider	Undead	
121	102 Cockateer	Beast	Yes
122	132 Jum	Material	Yes
123	160 Lethal armour	Demon	Yes
124	190 Soulspawn	Undead	Yes
125	20 Dark slime knight	Slime	Yes
126	161 Fallen priest	Demon	
127	47 Megalodon	Dragon	Yes
128	74 Giant moth	Nature	Yes
129	103 Silvapithecus	Beast	Yes
130	48 Frou-frou	Dragon	
131	133 Mimic	Material	Yes
132	162 Archdemon	Demon	Yes
133	191 Stark raven	Undead	Yes
134	21 King cureslime	Slime	Yes
135	49 Drakularge	Dragon	Yes
136	75 Gorezilla	Nature	Yes
137	163 Boss troll	Demon	
138	104 Gigantes	Beast	Yes
139	134 Golem	Material	Yes
140	164 Jamirus	Demon	Yes
141	192 Wailin' weed	Undead	Yes
142	76 Heligator	Nature	
143	105 Moosifer	Beast	
144	22 King bubble slime	Slime	Yes
145	106 Mohawker	Beast	
146	50 Great dragon	Dragon	Yes
147	77 Yabby	Nature	Yes
148	107 Buffalogre	Beast	Yes
149	165 Gracos	Demon	
150	135 Living statue	Material	Yes
151	23 Metal kaiser slime	Slime	
152	78 Riptide	Nature	
153	166 Demon-at-arms	Demon	Yes
154	193 Tortured soul	Undead	Yes
155	136 Boe	Material	

STRENGTH RATING	MONSTER	FAMILY	NORMAL SYNTHESIS
156	137 Mum	Material	
157	194 Roseguardin	Undead	
158	79 Garuda	Nature	
159	138 Boh	Material	
160	167 Belial	Demon	
161	195 Bone baron	Undead	
162	51 Mechan-o'-wurm	Dragon	
163	108 Pazuzu	Beast	
164	24 Metal king slime	Slime	
165	52 Black dragon	Dragon	
166	80 Beetlebully	Nature	
167	109 Atlas	Beast	
168	139 Trap box	Material	
169	168 Robbin' hood	Demon	
170	196 Dullahan	Undead	
171	53 Drakulard	Dragon	
172	81 King squid	Nature	
173	110 Don mole	Beast	
174	140 Killing machine	Material	
175	169 Night clubber	Demon	
176	197 Wight king	Undead	
177	25 Darkonium slime	Slime	
178	54 Alabast dragon	Dragon	
179	82 Khamari	Nature	
180	111 Nimzo	Beast	
181	141 Mumboh-jumbeo	Material	
182	170 Malroth	Demon	
183	198 Captain Crow	Undead	
184	26 Grandpa slime	Slime	
185	112 Dhoulmagus	Beast	
186	55 Dragonlord	Dragon	
187	142 Ruin	Material	
188	171 Zoma	Demon	
189	143 Psaro	Material	
190	83 Leopold	Nature	
191	27 Gem slime	Slime	
192	144 Estark	Material	
193	172 Mortamor	Demon	
194	199 Orgodemir	Undead	
195	84 Emyrea	Nature	
196	113 Rhapthorne	Material	
197	114 Rhapthorne (2nd form)	Material	
198	200 Dr Snapped	Undead	
199	56 Dragovian lord	Dragon	
200	28 Trode	Slime	
201	201 wulfspade	Incarnus	
202	202 hawkhart	Incarnus	
203	203 cluboon	Incarnus	
204	204 diamagon	Incarnus	
205	205 wulfspade ace	Incarnus	
206	206 hawkhart ace	Incarnus	
207	207 cluboon ace	Incarnus	
208	208 diamagon ace	Incarnus	
209	209 Ace of Spades	Incarnus	
210	210 Wildcard	Incarnus	

SPECIAL SYNTHESIS



The following table shows synthesis combinations that do not follow the usual rules of general synthesis. Create the monster on the left with the combinations on the right.

MONSTER	SYNTHESIS COMBINATION
6 Drake slime	1 Slime x Dragon Family
14 Beshemoth slime	5 She-slime x 13 Behemoth slime
16 King slime	13 Behemoth slime x 13 Behemoth slime
17 Cureslime	4 Healslime x 14 Beshemoth slime
18 Liquid metal slime	10 Metal slime x 10 Metal slime
21 King cureslime	16 King slime x 16 King slime
30 Frou-fry	32 Argon lizard x Beast Family
33 Nardragon	29 Komodo x Material Family
34 Snapdragon	31 Dragonthorn x Undead Family
37 Skelegon	36 Green dragon x Undead Family 41 Hacksaurus x Undead Family
38 Dragurn	35 Jargon x Nature Family
40 Red dragon	36 Green dragon x Beast Family
42 Sea dragon	67 Eveel x 39 Seasaur
44 Metal dragon	40 Red dragon x 130 Hunter mech 40 Red dragon x 11 Metal slime knight
46 Abyss diver	39 Seasaur x 69 Hades condor
51 Mechan-o'-wurm	50 Great dragon x 44 Metal dragon
52 Black dragon	50 Great dragon x 195 Bone baron
53 Drakulard	49 Drakularge x 109 Atlas 49 Drakularge x 108 Pazuzu
54 Alabast dragon	51 Mechan-o'-wurm x 53 Drakulard
55 Dragonlord	54 Alabast dragon x 27 Gem slime 54 Alabast dragon x 198 Captain crow
56 Dragovian lord	113 Rhapthorne x 55 Dragonlord
59 Scorpion	60 Crabid x Nature Family
72 Scissor beetle	77 Yabby x 59 Scorpion
76 Heligator	165 Gracos x 81 King squid
78 Riptide	93 Jumping jackal x 76 Heligator
79 Garuda	164 Jamirus x 69 Hades condor
80 Beetlebully	73 Beetleboy x 24 Metal king slime

MONSTER	SYNTHESIS COMBINATION
81 King squid	77 Yabby x 165 Gracos 169 Night clubber x 63 Khamamari kid
92 Pan piper	87 Satyr x 129 Dingaling
96 Brownie	88 Hammerhood x Nature Family
98 Gargoyle	155 Lesser demon x Beast Family
105 Moosifer	107 Buffalogre x 92 Pan piper 107 Buffalogre x 87 Satyr
106 Mohawker	107 Buffalogre x 70 Great sabrecat 107 Buffalogre x 195 Bone baron 107 Buffalogre x 8 Wild slime
108 Pazuzu	103 Silvapithecus x 104 Gigantes 103 Silvapithecus x 134 Golem 103 Silvapithecus x 164 Jamirus 103 Silvapithecus x 81 King squid
109 Atlas	104 Gigantes x 105 Moosifer 104 Gigantes x 79 Garuda 104 Gigantes x 163 Boss troll
111 Nimzo	170 Malroth x 82 Khamamari 170 Malroth x 53 Drakulard
112 Dhoulmagus	55 Dragonlord x 143 Psaro 55 Dragonlord x 144 Estark
113 Rhapthorne	111 Nimzo x 112 Dhoulmagus
114 Rhapthorne (2nd form)	113 Rhapthorne x 171 Zomaw
117 Dancing flame	118 Frostburn x 119 Spitnik 118 Frostburn x 174 Firespirit
118 Frostburn	117 Dancing flame x 103 Silvapithecus 117 Dancing flame x 15 Dragon slime
120 Goodybag	115 Bag o' laughs x 115 Bag o' laughs
123 Cannibox	120 Goodybag x 120 Goodybag
125 Anchorman	129 Dingaling x Demon Family
126 Gold golem	134 Golem x 49 Drakularge 134 Golem x 27 Gem slime
130 Hunter mech	160 Lethal armour x 11 Metal slime knight
136 Boe	137 Mum x Nature Family 138 Boh x Nature Family 132 x Nature Family

MONSTER	SYNTHESIS COMBINATION
137 Mum	136 Boe x Material Family 138 Boh x Material Family x 132 x Material Family
138 Boh	137 Mum x Beast Family 136 Boe x Beast Family 132 x Beast Family
140 Killing machine	130 Hunter mech x 142 Ruin 130 Hunter mech x 187 Phantom swordsman 130 Hunter mech x 51 Mechan-o'-wurm
142 Ruin	126 Gold golem x 141 Mumboh-jumbeo 141 Mumboh-jumbeo x 135 Living statue
143 Psaro	142 Ruin x 194 Roseguardin
144 Estark	80 Beetlebully x 143 Psaro
152 Dessert demon	153 Drakulard Dancing devil x 149 Imp
160 Lethal armour	185 Restless armour x 158 Octavian sentry 185 Restless armour x 153 Drakulard Dancing devil 185 Restless armour x 155 Lesser demon
161 Fallen priest	159 Wrecktor x 131 Puppeteer
162 Archdemon	152 Dessert demon x 105 Moosifer 152 Dessert demon x 101 Notso macho
163 Boss troll	104 Gigantes x 107 Buffalogre 104 Gigantes x 100 Diemon 100 Diemon x 107 Buffalogre
165 Gracos	162 Archdemon x 158 Octavian sentry 162 Archdemon x 99 Merman
167 Belial	162 Archdemon x 109 Atlas 162 Archdemon x 50 Great dragon 162 Archdemon x 126 Gold golem 162 Archdemon x 152 Dessert demon
169 Night clubber	163 Boss troll x 49 163 Boss troll x 108 Pazuzu 163 Boss troll x 48 Frou-frou
170 Malroth	166 Demon-at-arms x 135 Living statue 166 Demon-at-arms x 82 Khalamari 166 Demon-at-arms x 107 Buffalogre
171 Zoma	170 Malroth x 195 Bone baron 170 Malroth x 196 Dullahan 170 Malroth x 197 Wight king

MONSTER	SYNTHESIS COMBINATION
172 Mortamor	111 Nimzo x 144 Estark
178 Demonrider	37 Skelegon x 183 Skeleton 37 Skelegon x 9 Slime knight 37 Skelegon x 181 Phantom fencer
187 Phantom swordsman	188 Skeleton soldier x 188 Skeleton soldier
189 Grim rider	178 Demonrider x 185 Restless armour
192 Wailin' weed	121 King kelp x 188 Skeleton soldier 121 King kelp x 187 Phantom swordsman
194 Roseguardin	160 Lethal armour x 78 Riptide 160 Lethal armour x 195 Bone baron
195 Bone baron	189 Grim rider x 20 Dark slime knight 189 Grim rider 106 Mohawker
196 Dullahan	195 Bone baron x 142 Ruin 195 Bone baron x 193 Tortured soul 195 Bone baron x 181 Phantom fencer
197 Wight king	193 Tortured soul x 16 King slime 193 Tortured soul x 22 King bubble slime
199 Orgodemir	55 Dragonlord x 172 Mortamor
200 Dr Snapped	114 Rhapthorne (2nd form) x 199 Orgodemir 198 Captain Crow x 25 Darkonium slime
201 Wulfspade *	Incarnus x Nature Family
202 Hawkhart *	Incarnus x Demon Family
203 Cluboon *	Incarnus x Material Family
204 Diamagon *	Incarnus x Beast Family
205 Wulfspade ace *	Incarnus x Rank A Nature Family
206 Hawkhart ace *	Incarnus x Rank A Demon Family
207 Cluboon ace *	Incarnus x Rank A Material Family
208 Diamagon ace *	Incarnus x Rank A Beast Family
209 Ace of Spades	205 Wulfspade ace x 83 Leopold
210 Wildcard	205 Wulfspade ace x 84 Emyrea

DIAMAGON ACE



DQM™

DRAGON QUEST MONSTERS-Joker

OFFICIAL STRATEGY GUIDE

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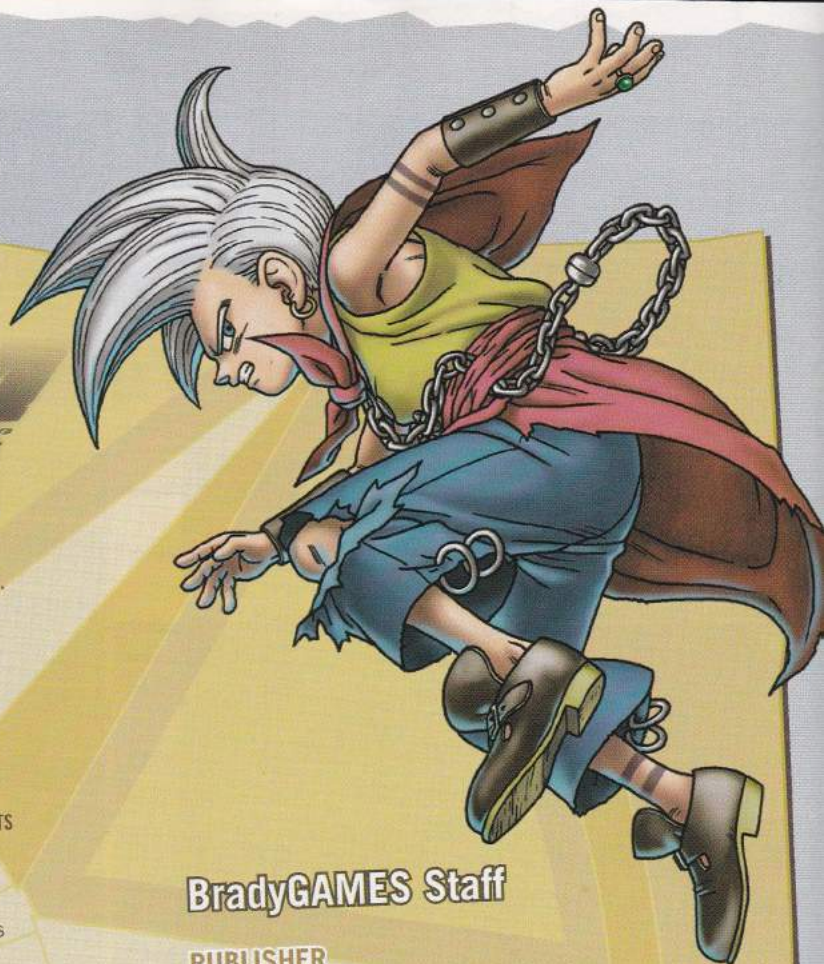
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